

## **ParaChat Server v5.7**

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# Downloads and Installation

## Download & Installation

### Windows Installation

- » [Windows 95 / 98 / ME / NT 4.0 / 2000 / XP / 2003 Installation](#)
- » [Non-standard Installs](#)
- » [Un-install Chat Server](#)

### Linux/Unix

### Next Steps

### Windows upgrade instructions

### Linux/Unix upgrade instructions

### Download ParaChat Server v5.7 Software

### Download Image Button PhotoShop .psd files

### Integrating ParaChat Server Software With Invision Power Board

## Windows Install

## Windows Install

**These are installation instructions for Windows 95 / 98 / ME / NT 4.0 / 2000/ XP / 2003.**

Sun™ Java© 1.4 and above is required to run ParaChat Server v5.7. We recommend using J2SE v 1.4.2\_08 JRE.

If you have not downloaded and installed Sun™ Java© 1.4 and above, please click [here](#) for an updated copy. For user manual, refer to the documentation. If you have any questions, please submit a support ticket. ParaChat offers free customer and technical support during your evaluation period, and after your license purchase, to our customers, and our customer's ParaChat users.

### Installation Steps:

1. Download the ParaChat Server Software Package
2. Unzip Package
3. Install Sun™ Java©
4. Set-up ParaChat Server Installation
5. Select a ParaChat Server Administrator Password
6. Running ParaChat Server as a Non-service
7. Start ParaChat Server as Windows Service
8. Stopping ParaChat Server
9. Access a Test Room and Admin Web Pages

### Non-standard Installs

## ParaChat Server v5.7

1. Non-standard Installation Instructions

### Post Installation

1. Next Steps
2. Un-installing ParaChat Server

---

### Step 1. Download and save the ParaChat570.zip file to your desktop

If you have not done so already, please download the server software .

### Step 2. Unzip the 'ParaChat570.zip' Package

Use any zip utility program to unzip the 'ParaChat570.zip' file you have downloaded. If you do not have a copy you can download it here. Please un-zip the software package to your desktop.



**NOTE:** Once you have installed the software, you cannot move it to another directory. Make sure you choose the standard install directory for your ParaChat v5.7 . Since this is an application it should not be installed in your web server, but should be installed under your Programs Files directory. If you wish to install ParaChat v5.7 in a non-standard folder please see the "non-standard install" below.

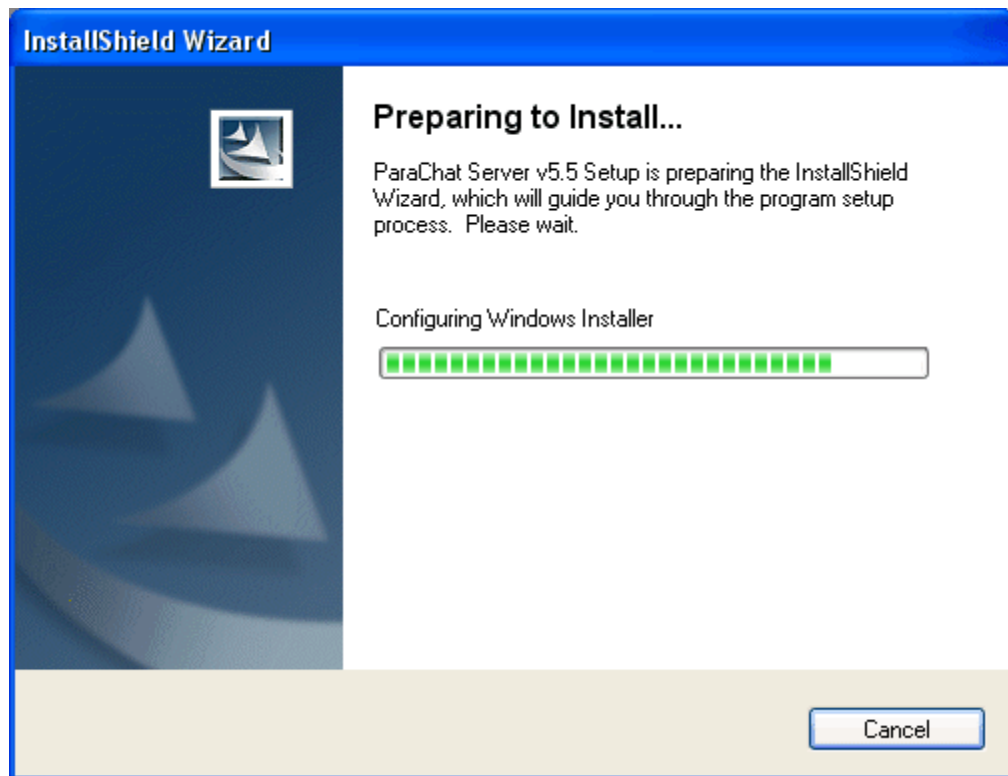
### Step 3. Install Java 1.4 or above (Java™ J2SE v 1.4.2\_08 JRE )

If your host machine does not have Java 1.4 or above, double-click "Java Download" link to download and install Java 1.4.x or above. Select the language you would like and download the "JRE" version. To install Java follow Sun's installation instructions. Java 1.4 (or above) is required to run ParaChat Server v5.7.

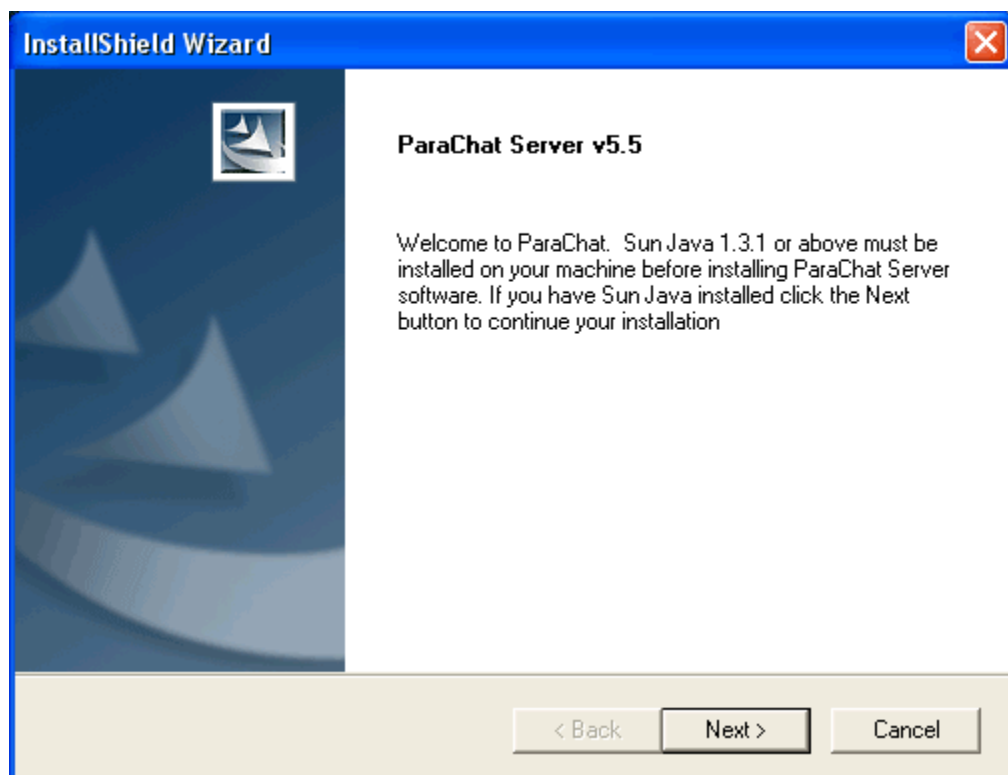
### Step 4. Set-up ParaChat Server Installation

From the "ParaChat" folder on your desktop, double-click the "setup" application icon to initiate the installation process. You will see a Command window pop up to complete the installation of ParaChat Server.





Follow the installer instructions to complete your installation



When the set-up process has completed, press "Finish" to close the set-up wizard.

## ParaChat Server v5.7

The main directory of your ParaChat Server is "ParaChat570". Upon completion of the set-up process, your ParaChat Server is placed in the following file path:

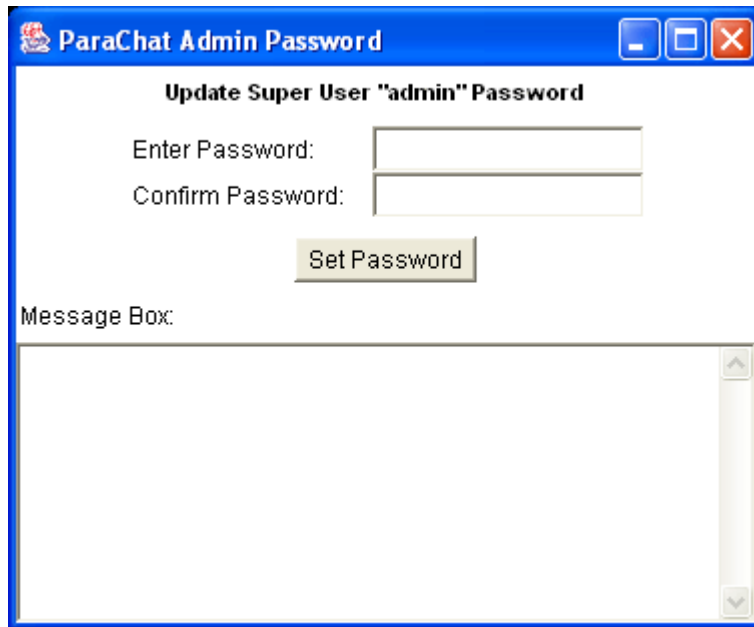
C:\Program Files\ParaChat\ParaChat570\

### Step 5. Select a ParaChat Server Administrator Password

From the Start button in your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> Set Admin Password

You will see a Java window like the one below:

A screenshot of a Java window titled "ParaChat Admin Password". The window has a blue title bar with standard Windows window controls (minimize, maximize, close). The main content area has a white background. At the top, it says "Update Super User 'admin' Password". Below this, there are two text input fields. The first is labeled "Enter Password:" and the second is labeled "Confirm Password:". Below the input fields is a button labeled "Set Password". At the bottom of the window, there is a section labeled "Message Box:" followed by a large, empty text area with a vertical scrollbar on the right side.

By default, the ParaChat Server Administrator's user name is "admin". This step will set a ParaChat Server Administrator password for "admin". A DOS window, and a Java dialogue box will open. The Java dialogue box requests a password, and a password confirmation. Enter the requested information, and click "Set Password". When you have entered a password, close the Java dialogue box, and press any key to close the DOS window.

**NOTE:** A ParaChat Server Administrator Password is required to access the administrative tools and features included with ParaChat Server, and the ParaChat Rooms you create. The ParaChat Server administrator is a "superuser" who can access the web-based Server Administration Pages to create ParaChat rooms, create room administrators.

Additionally, a superuser may access the superuser features in the ParaChat Admin Console that is used to manage and administer individual ParaChat rooms.

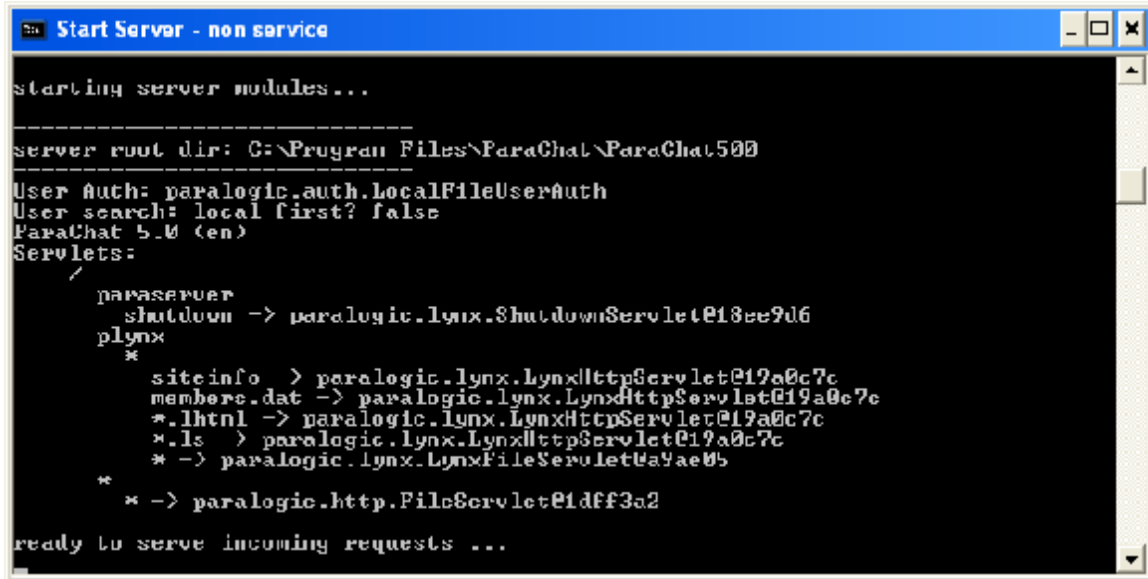
### Step 6. Run ParaChat Server non-service option (for Windows 95/98/ME)

If you are running your ParaChat Server as a service, skip to Step 7.

From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server 5.7 >>> Configure Server >>> Start Server - non Service

This option is utilized if your computer will not run applications as a service or if you do not wish to run ParaChat Server as a Windows service. A DOS window will open and display different properties of the chat server operation. When you see "ready to serve incoming requests ..." ParaChat Server is running. To stop ParaChat Server, close the DOS window by typing CTRL-C, and answer "y" to terminate the batch job.



```

Start Server - non service

starting server modules...

-----
server root dir: G:\Program Files\ParaChat\ParaChat500
-----
User Auth: paralogic.auth.localFileUserAuth
User search: local first? false
ParaChat 5.0 (en)
Servlets:
/
parasever
shutdown -> paralogic.lynx.ShutdownServlet@18ee9d6
plynx
*
siteinfo -> paralogic.lynx.LynxHttpServlet@19a0c7c
members.dat -> paralogic.lynx.LynxHttpServlet@19a0c7c
*.lhtml -> paralogic.lynx.LynxHttpServlet@19a0c7c
*.ls -> paralogic.lynx.LynxHttpServlet@19a0c7c
* -> paralogic.lynx.LynxFileServlet@0a9ae0b
*
* -> paralogic.http.FileServlet@1dfff3a2

ready to serve incoming requests ...
  
```

**NOTE:** ParaChat is running when this DOS window is open. This DOS window must remain open in order for ParaChat Server to serve requests. You cannot run the "Start Server - non Service" option at the same time you are running it as a service.

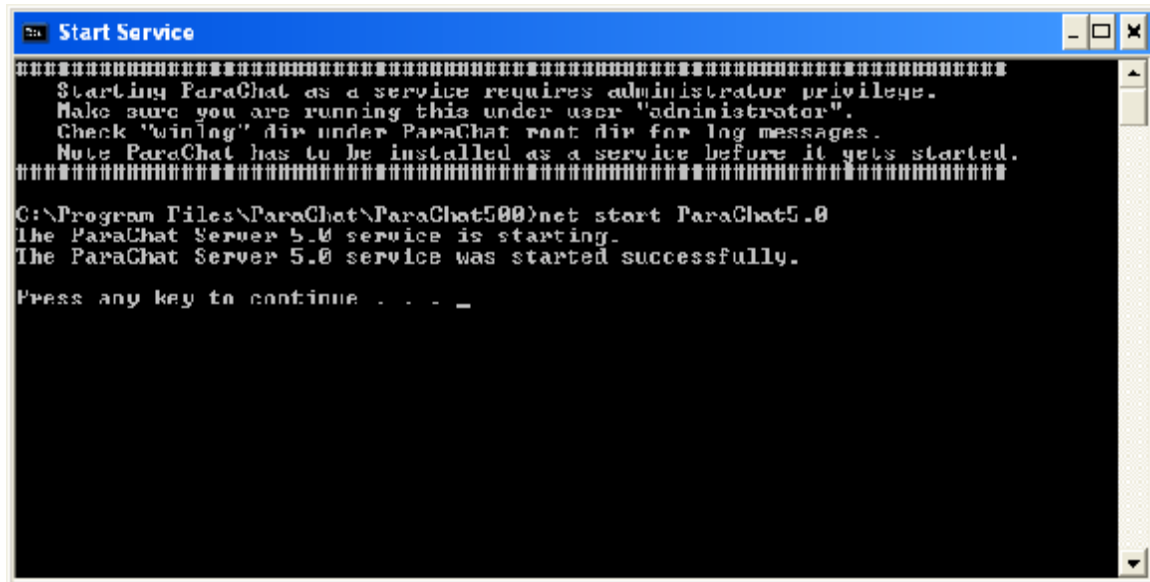
## Step 7. Start ParaChat Server as Windows Service

By default your ParaChat Server is now running as a Windows service.

To start and stop the ParaChat service you can go to the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> ParaChat Services >>> Start ParaChat Service

A DOS window will display, and present the status. If starting ParaChat Server as a Windows service is successful you will see:



```
Start Service
Starting ParaChat as a service requires administrator privilege.
Make sure you are running this under user "administrator".
Check "winlog" dir under ParaChat root dir for log messages.
Note ParaChat has to be installed as a service before it gets started.
*****
C:\Program Files\ParaChat\ParaChat500>net start ParaChat5.0
The ParaChat Server 5.0 service is starting.
The ParaChat Server 5.0 service was started successfully.
Press any key to continue . . . _
```

### Step 8. Stopping ParaChat Server

From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> ParaChat Services >>> Stop Service

Your ParaChat Server will stop serving requests.

To restart your ParaChat Server as a Windows service, see Step 7.

### Step 9. Access a Test Room and Admin Web Pages

From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Admin Pages

Start >>> Programs >>> ParaChat Server v5.7 >>> Test Room

Or to access the test room on the server, open this URL in your browser:

<http://<yourhost.com>:7877/testroom.html>

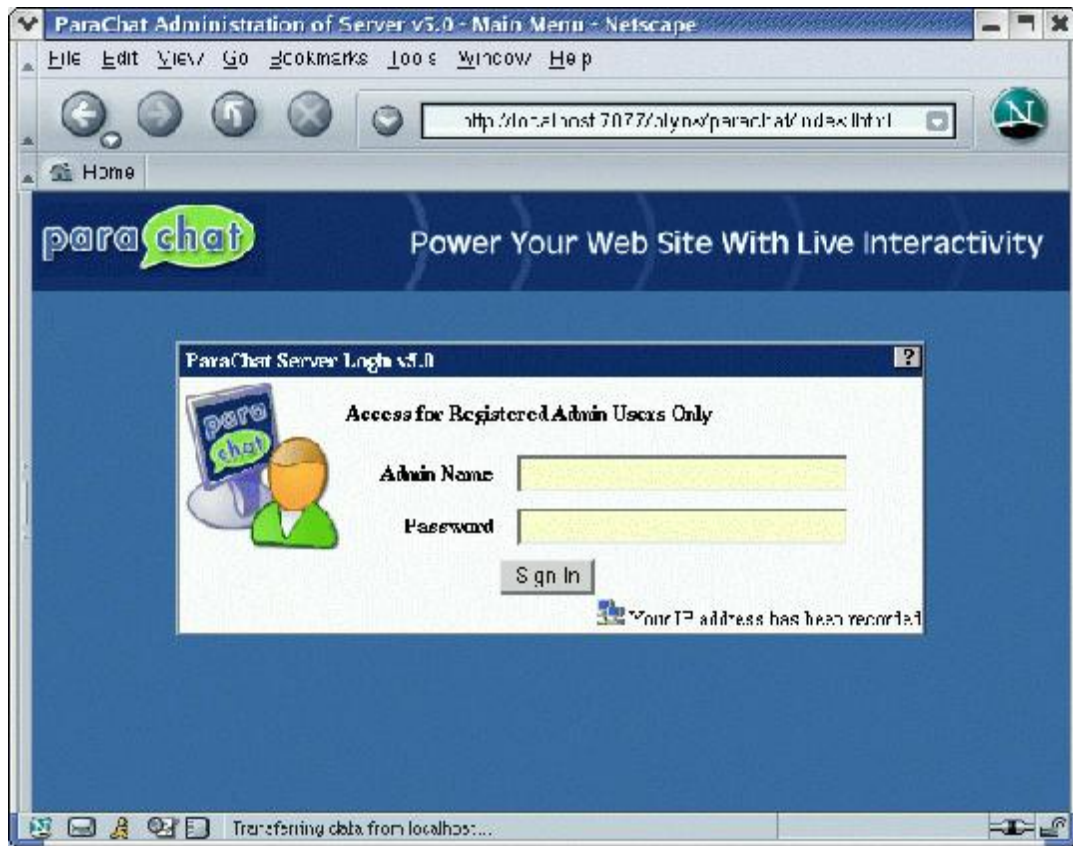
By default, HTTP port is 7877. For example, suppose your machine name is parachat.com (using the machine's IP works too):

<http://parachat.com:7877/testroom.html>

The URL of the server admin pages, for example, is:

<http://parachat.com:7877/plynx/parachat/index.lhtml>

Use "admin" as user name and the password you typed during installation to login to the admin pages (see image below)



## Windows Install

**These are installation instructions for Windows 95 / 98 / ME / NT 4.0 / 2000/ XP / 2003.**

Sun™ Java© 1.4 and above is required to run ParaChat Server v5.7. We recommend using J2SE v 1.4.2\_08 JRE.

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### Installation Steps:

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2. Unzip Package
3. Install Sun™ Java©
4. Set-up ParaChat Server Installation
5. Select a ParaChat Server Administrator Password

## ParaChat Server v5.7

6. Running ParaChat Server as a Non-service
7. Start ParaChat Server as Windows Service
8. Stopping ParaChat Server
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### Non-standard Installs

1. Non-standard Installation Instructions

### Post Installation

1. Next Steps
2. Un-installing ParaChat Server

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### Step 1. Download and save the ParaChat570.zip file to your desktop

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### Step 2. Unzip the 'ParaChat570.zip' Package

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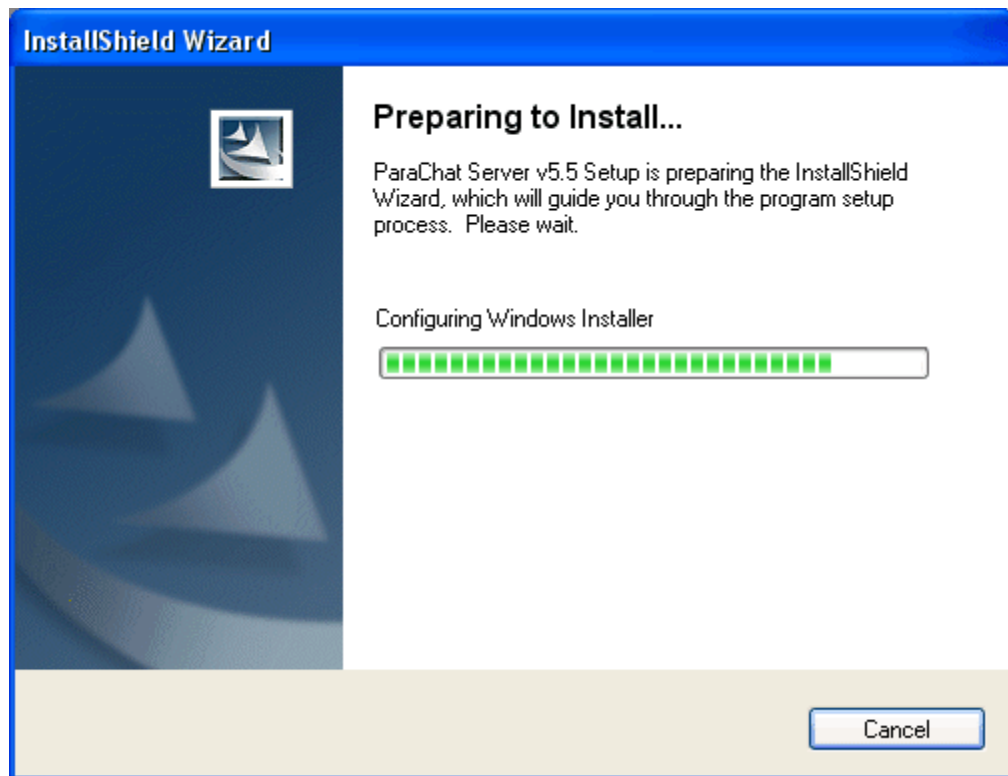
**NOTE:** Once you have installed the software, you cannot move it to another directory. Make sure you choose the standard install directory for your ParaChat v5.7 . Since this is an application it should not be installed in your web server, but should be installed under your Programs Files directory. If you wish to install ParaChat v5.7 in a non-standard folder please see the "non-standard install" below.

### Step 3. Install Java 1.4 or above (Java™ J2SE v 1.4.2\_08 JRE )

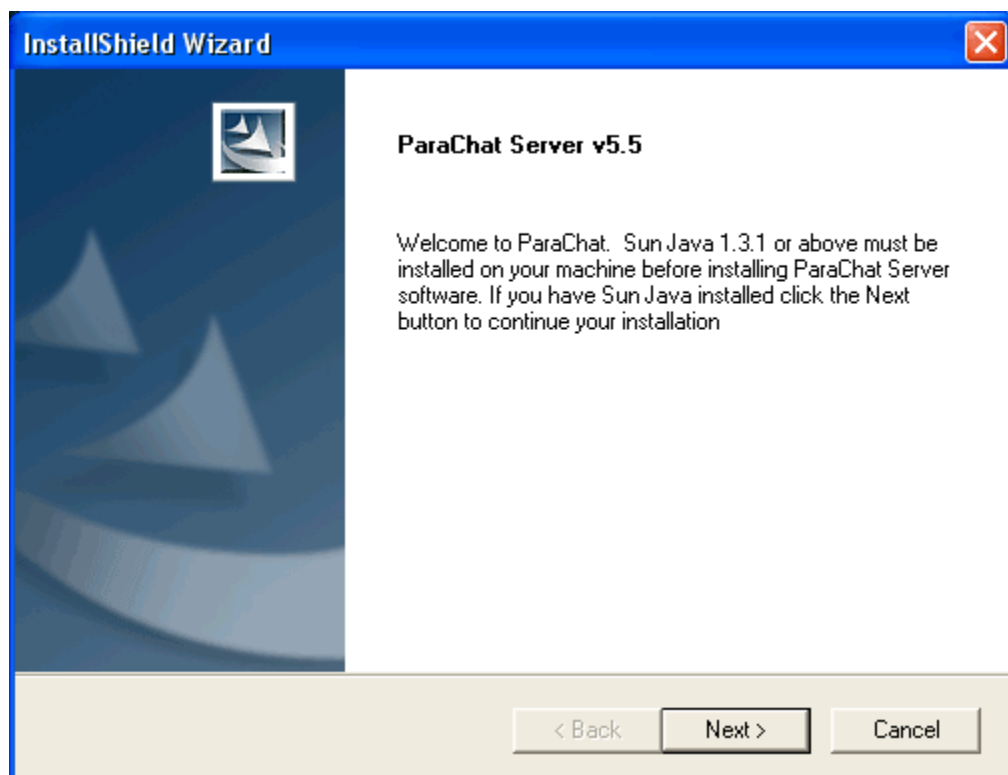
If your host machine does not have Java 1.4 or above, double-click "Java Download" link to download and install Java 1.4.x or above. Select the language you would like and download the "JRE" version. To install Java follow Sun's installation instructions. Java 1.4 (or above) is required to run ParaChat Server v5.7.

### Step 4. Set-up ParaChat Server Installation

From the "ParaChat" folder on your desktop, double-click the "setup" application icon to initiate the installation process. You will see a Command window pop up to complete the installation of ParaChat Server.



Follow the installer instructions to complete your installation



When the set-up process has completed, press "Finish" to close the set-up wizard.

## ParaChat Server v5.7

The main directory of your ParaChat Server is "ParaChat570". Upon completion of the set-up process, your ParaChat Server is placed in the following file path:

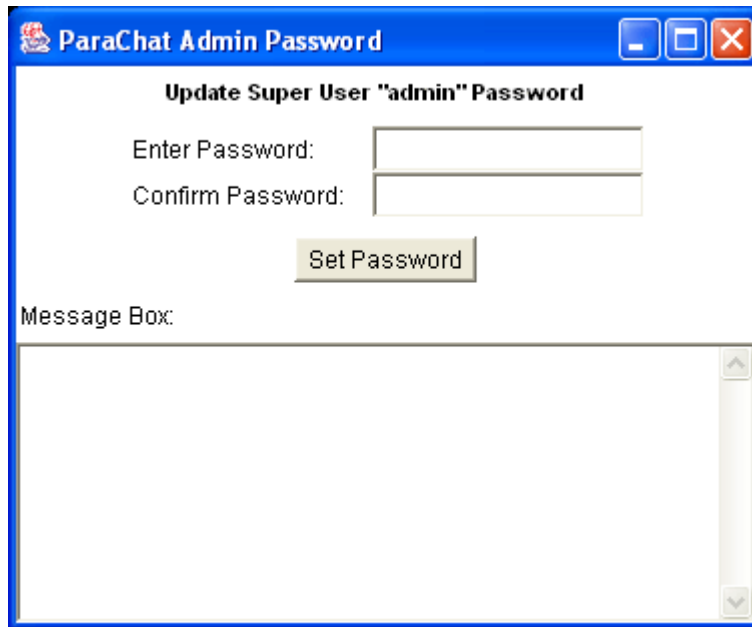
C:\Program Files\ParaChat\ParaChat570\

### Step 5. Select a ParaChat Server Administrator Password

From the Start button in your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> Set Admin Password

You will see a Java window like the one below:

A screenshot of a Java window titled "ParaChat Admin Password". The window has a blue title bar with standard Windows window controls (minimize, maximize, close). The main content area has a white background. At the top, it says "Update Super User 'admin' Password". Below this, there are two text input fields. The first is labeled "Enter Password:" and the second is labeled "Confirm Password:". Below the input fields is a button labeled "Set Password". At the bottom of the window, there is a section labeled "Message Box:" followed by a large, empty text area with a vertical scrollbar on the right side.

By default, the ParaChat Server Administrator's user name is "admin". This step will set a ParaChat Server Administrator password for "admin". A DOS window, and a Java dialogue box will open. The Java dialogue box requests a password, and a password confirmation. Enter the requested information, and click "Set Password". When you have entered a password, close the Java dialogue box, and press any key to close the DOS window.

**NOTE:** A ParaChat Server Administrator Password is required to access the administrative tools and features included with ParaChat Server, and the ParaChat Rooms you create. The ParaChat Server administrator is a "superuser" who can access the web-based Server Administration Pages to create ParaChat rooms, create room administrators.

Additionally, a superuser may access the superuser features in the ParaChat Admin Console that is used to manage and administer individual ParaChat rooms.

### Step 6. Run ParaChat Server non-service option (for Windows 95/98/ME)

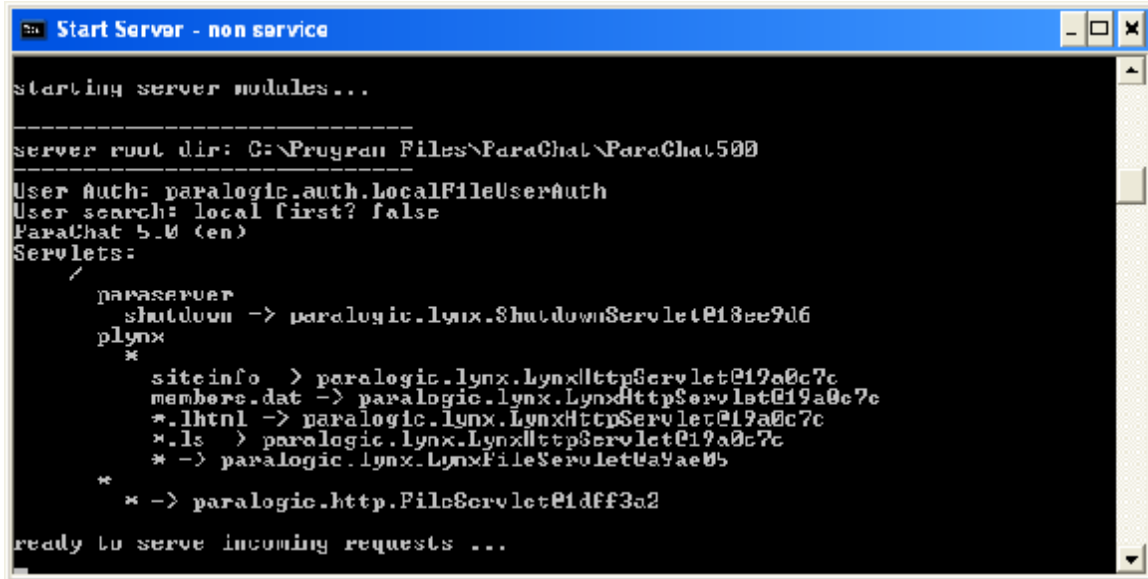
If you are running your ParaChat Server as a service, skip to Step 7.



From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server 5.7 >>> Configure Server >>> Start Server - non Service

This option is utilized if your computer will not run applications as a service or if you do not wish to run ParaChat Server as a Windows service. A DOS window will open and display different properties of the chat server operation. When you see "ready to serve incoming requests ..." ParaChat Server is running. To stop ParaChat Server, close the DOS window by typing CTRL-C, and answer "y" to terminate the batch job.



```

Start Server - non service

starting server modules...

-----
server root dir: G:\Program Files\ParaChat\ParaChat500
-----
User Auth: paralogic.auth.localFileUserAuth
User search: local first? false
ParaChat 5.0 (en)
Servlets:
/
parasever
shutdown -> paralogic.lynx.ShutdownServlet@18ee9d6
plnxx
*
siteinfo -> paralogic.lynx.LynxHttpServlet@19a0c7c
members.dat -> paralogic.lynx.LynxHttpServlet@19a0c7c
*.lhtml -> paralogic.lynx.LynxHttpServlet@19a0c7c
*.ls -> paralogic.lynx.LynxHttpServlet@19a0c7c
* -> paralogic.lynx.LynxFileServlet@49ae0b
*
* -> paralogic.http.FileServlet@1dfff3a2

ready to serve incoming requests ...
  
```

**NOTE:** ParaChat is running when this DOS window is open. This DOS window must remain open in order for ParaChat Server to serve requests. You cannot run the "Start Server - non Service" option at the same time you are running it as a service.

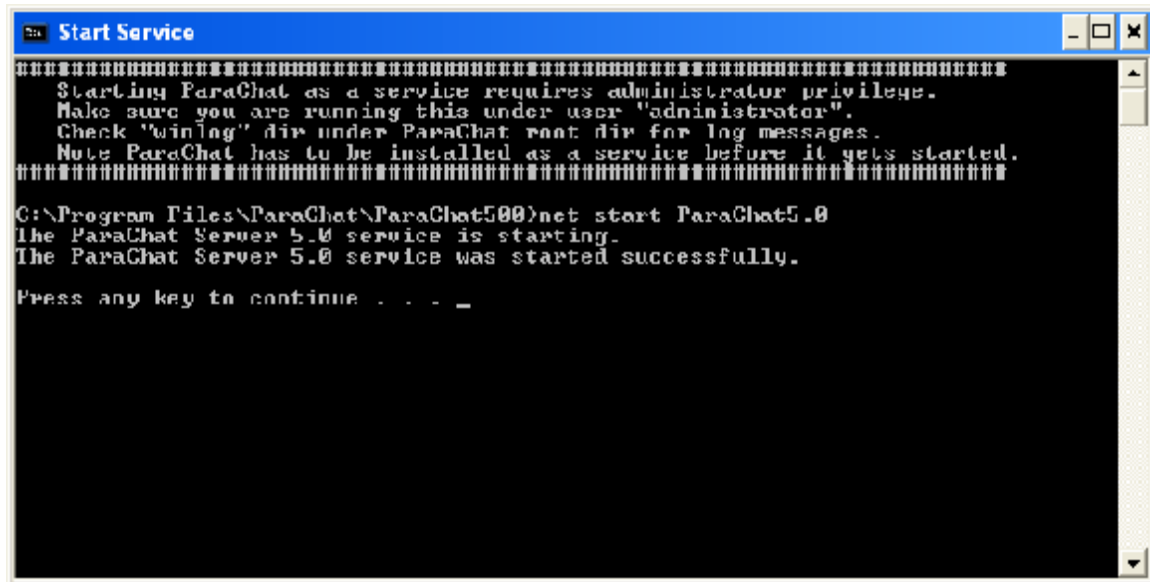
## Step 7. Start ParaChat Server as Windows Service

By default your ParaChat Server is now running as a Windows service.

To start and stop the ParaChat service you can go to the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> ParaChat Services >>> Start ParaChat Service

A DOS window will display, and present the status. If starting ParaChat Server as a Windows service is successful you will see:



```
Start Service
Starting ParaChat as a service requires administrator privilege.
Make sure you are running this under user "administrator".
Check "winlog" dir under ParaChat root dir for log messages.
Note ParaChat has to be installed as a service before it gets started.

C:\Program Files\ParaChat\ParaChat500>net start ParaChat5.0
The ParaChat Server 5.0 service is starting.
The ParaChat Server 5.0 service was started successfully.
Press any key to continue . . . _
```

## Step 8. Stopping ParaChat Server

From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> ParaChat Services >>> Stop Service

Your ParaChat Server will stop serving requests.

To restart your ParaChat Server as a Windows service, see Step 7.

## Step 9. Access a Test Room and Admin Web Pages

From the Start button on your task bar, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Admin Pages

Start >>> Programs >>> ParaChat Server v5.7 >>> Test Room

Or to access the test room on the server, open this URL in your browser:

<http://<yourhost.com>:7877/testroom.html>

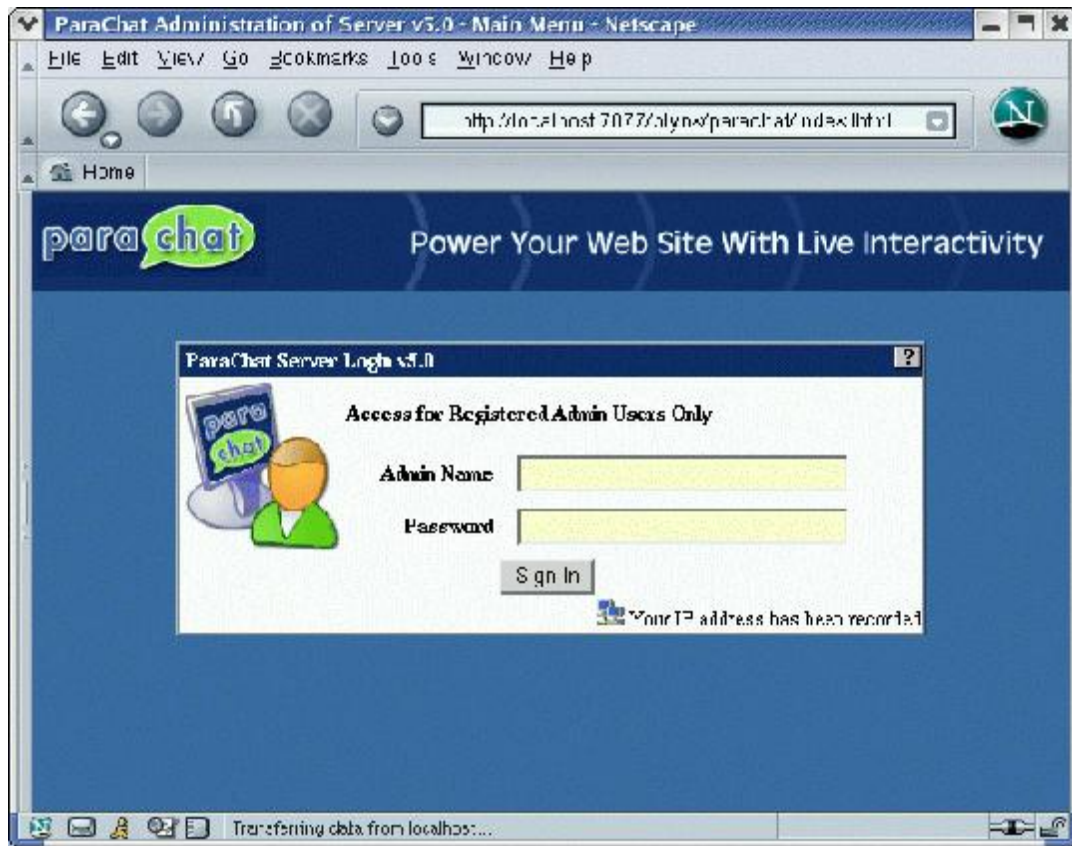
By default, HTTP port is 7877. For example, suppose your machine name is parachat.com (using the machine's IP works too):

<http://parachat.com:7877/testroom.html>

The URL of the server admin pages, for example, is:

<http://parachat.com:7877/plynx/parachat/index.lhtml>

Use "admin" as user name and the password you typed during installation to login to the admin pages (see image below)



## Non-standard Windows Install

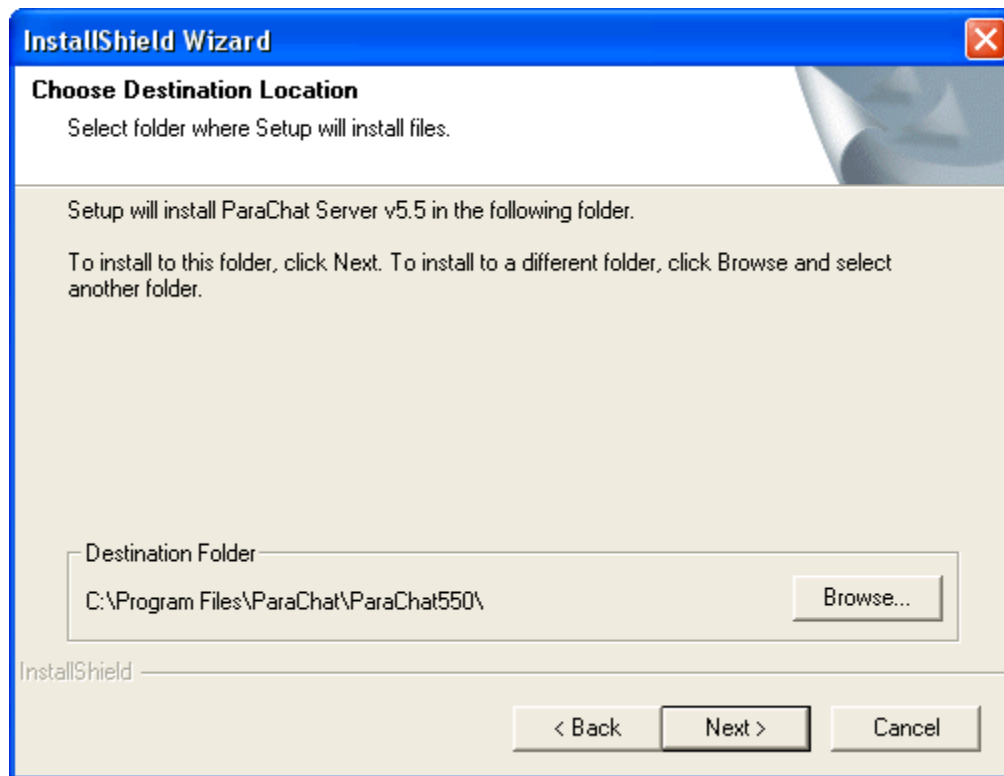
### Installing ParaChat v5.7 in a non-standard directory

We highly recommend that you install your ParaChat Server v5.7 under the Program Files directory. However if you wish to install it in a different directory you will need to create a directory to install the server into.

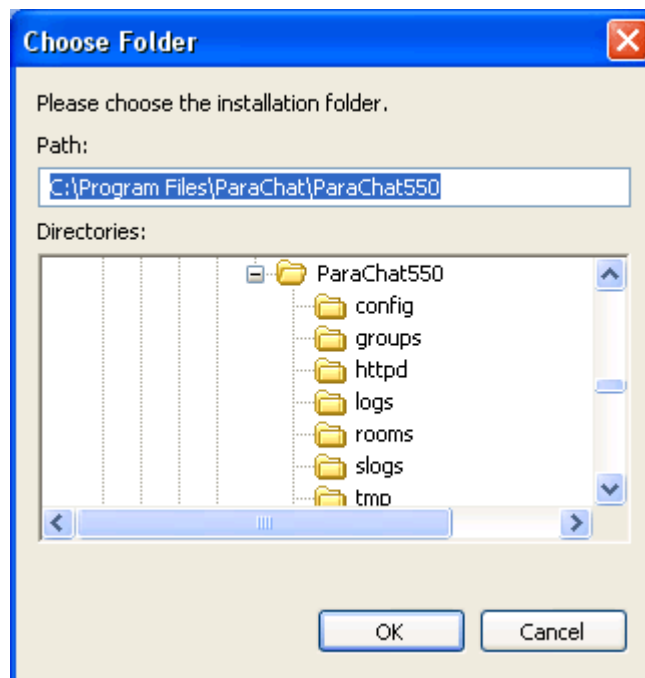
Example:

Create a directory `..\ParaChat\ParaChat570\` and install your ParaChat server into the ParaChat570 directory. Please see the sample below. You will notice that this version is installed onto the E: drive.

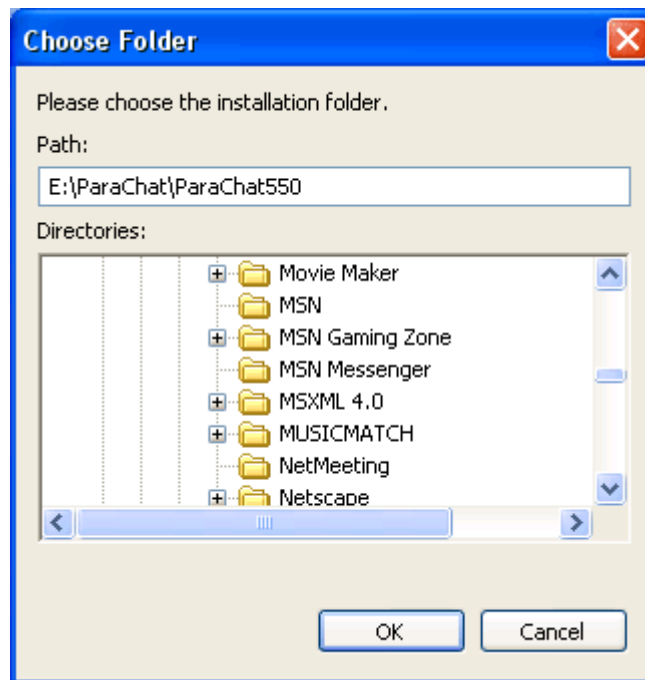
### Standard Install Location



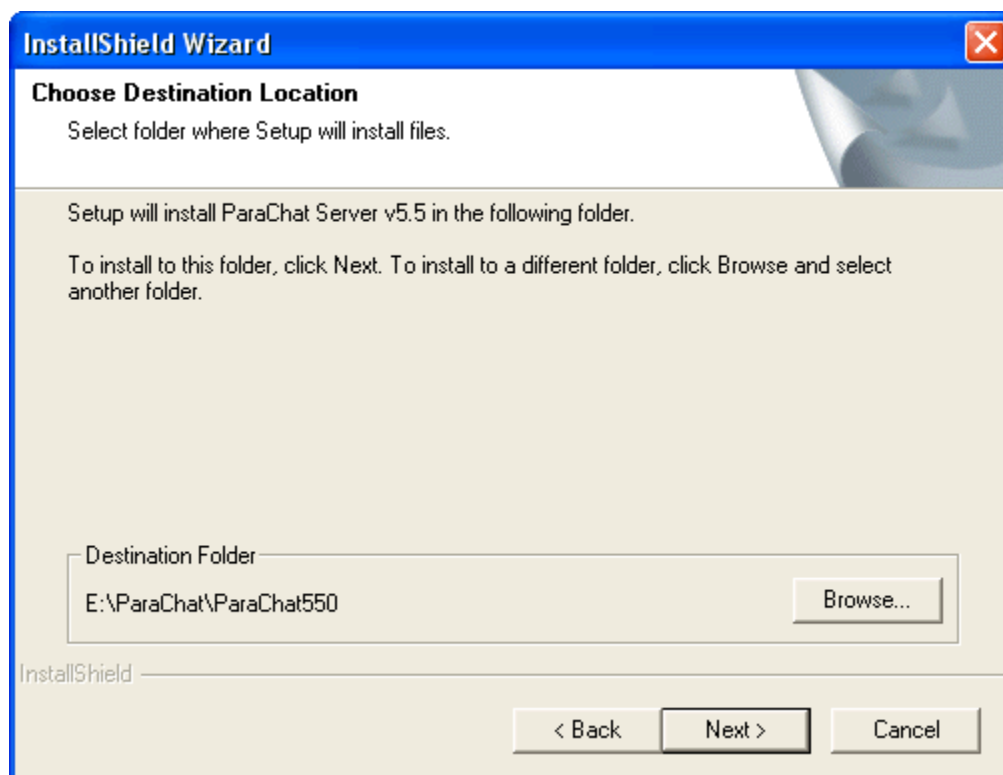
### Custom Directory Installation



### New non-standard ParaChat Install



### New non-standard ParaChat Install



Click "Next" to continue your installation.

## Un-install ParaChat Server on Windows

### Un-installing ParaChat Server

Before you run Add/Remove you must first stop and un-install the ParaChat Service.

**Step 1.** To un-install ParaChat Server service, select:

Start >>> Programs >>> ParaChat Server v5.7 >>> Configure Server >>> ParaChat Services >>> Uninstall Service



**NOTE:** If you do not have the 'uninstall.bat' you can get your de-installer [here](#).

To un-install ParaChat Server, go to the Start button on your task bar, and select:

Start >>> Settings >>> Control Panel

**Step 2.** Select "Add/Remove Programs" and then "Change or Remove Programs". In the list of currently installed programs, select "ParaChat Server v5.7" and click the "Change/Remove" button. If you have multiple versions of ParaChat installed on your computer, click the "support information" link and check for version 5.7 prior to removing the program.

## Unix/Linux Install

### Unix Install

**These are installation instructions for Windows Unix, Linux, FreeBSD, and other Unix based OS Servers**

Sun™ Java© 1.4 and above is required to run ParaChat Server v5.7. We recommend using J2SE v 1.4.2\_08 JRE.

If you have not downloaded and installed Sun™ Java© 1.4 and above, please [click here](#) for an updated copy. For user manual, refer to the documentation. If you have any questions, please submit a support ticket. ParaChat offers free customer and technical support during your evaluation period, and after your license purchase, to our customers, and our customer's ParaChat users.


#### Installation Steps:

1. Install and run Java on your system
2. Download the ParaChat Server Installation Kit
3. Set up a server administration account (optional)
4. Make sure your Java installation is working properly
5. Unpack the installation kit
6. Run the installation program
7. Start and shut down a ParaChat server
8. Access a sample room and Admin Web Pages
9. Move the client class files to your own Web server document tree (optional)

## 10. Next Steps

**Step 1. Install and run Java on your system**

ParaChat does not own or maintain Java, and the Java SDK comes with its own set of installation instructions. Java may already be installed on your server, if not, it must be installed. You can get the most recent Java JDK (Java Development Kit) from Sun Microsystems free of charge. We recommend Java 1.4 or above. Ask your system admin for help on installing Java and setting it in your PATH. If you are using Solaris, DO NOT use the Java that comes with the OS. Download the latest version of JDK or JRE from Sun instead.

 **NOTE:** If the server hangs or returns a garbled thread dump, disable native threads. Many JIT (Just-In-Time) Java Compilers available are somewhat buggy. They may cause our server to hang or crash unpredictably. Each JIT usually comes with instructions on how to disable/bypass it for precisely this reason.


**Step 2. Download the ParaChat Server Installation Kit**

Choose one of the following formats of the kit and extract it on your system.

Kit Name	Type	Best for
ParaChat570.tar.Z	compressed tar file	Standard Solaris/POSIX
ParaChat570.tar.gz	gzipped tar file	FreeBSD/Linux
ParaChat570-unix.zip	zipped file	Any

**Step 3. Set up a server administration account (optional)**

The server does not need to be installed or run by a privileged user (i.e. root). You can run the ParaChat server from an ordinary user account, or you can create a new account used only for server administration.

 **HINT:** On UNIX systems, make sure the shell from which you will be starting the ParaChat server is not running with artificially low resource limits. The number of file descriptors should be as high as possible and no less than 1024. On most UNIX systems, type `limit` or `ulimit` to find out the number of file descriptors. To increase the number, for example to 1024, type `limit descriptors 1024`.

**Step 4. Make sure your Java installation is working properly**

## ParaChat Server v5.7

Log on to the user account from which the server will be installed and administered. At the shell prompt, type: `java -version`. You should get a message stating the version of Java you have installed (JDK1.4 or above is recommended). If you see an error message, you either don't have Java installed (see step 1) or the Java bin directory is not in your path.

### Step 5. Unpack the installation kit

The archive extracts into a sub directory carrying the name of the release.

Assume you picked this compressed file, ParaChat570.tar.gz. Unpack it first:

```
$ gzip -d ParaChat570.tar.gz
$ tar xvf ParaChat570.tar
```

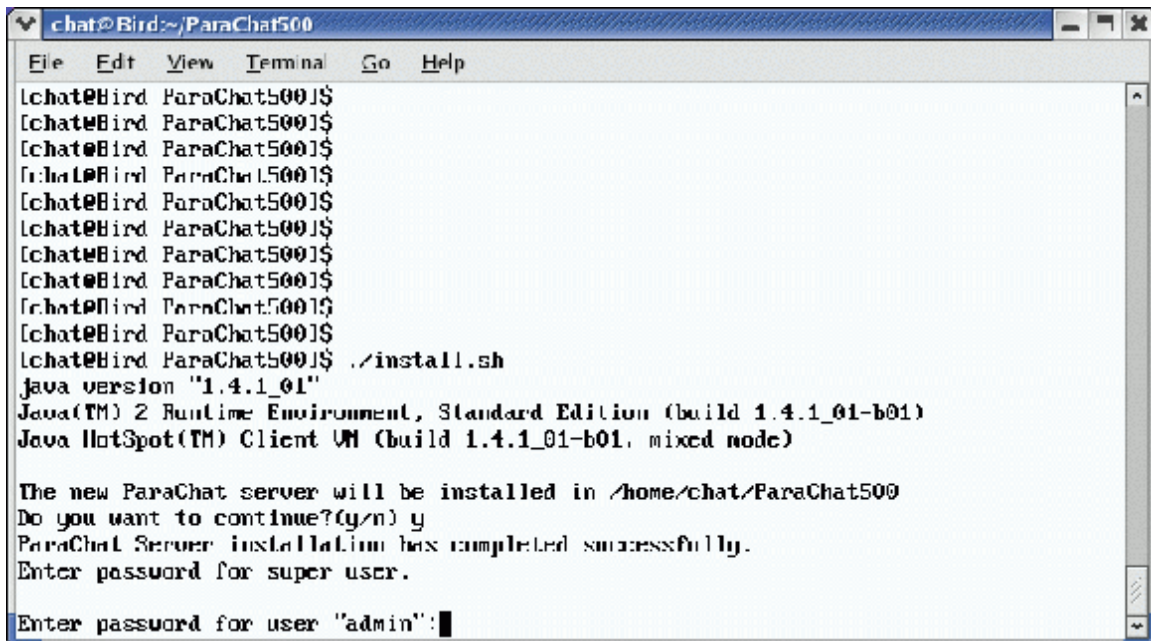
Now you should see a directory "ParaChat570". This is the server directory. It is referred to as the server directory in the sections that follows.

### Step 6. Run the installation program

Go to the server directory:

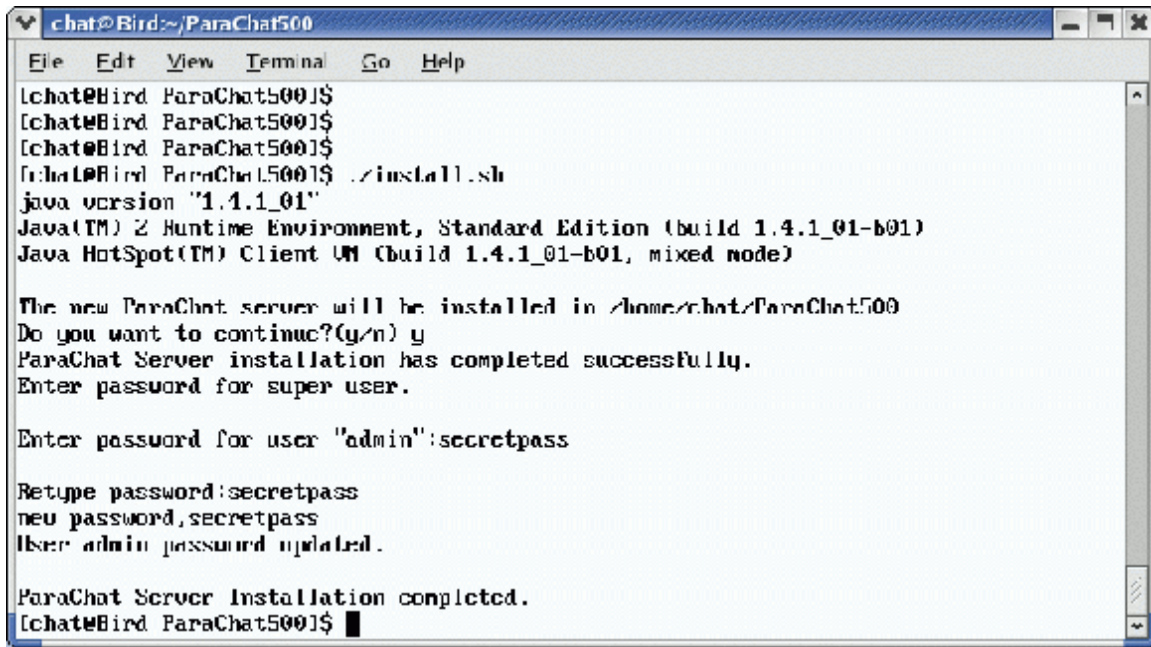
```
$ cd ParaChat570
and run:
```

```
$ ./install.sh
```

A screenshot of a terminal window titled 'chat@Bird:~/ParaChat500'. The window shows a series of shell prompts and commands. The user enters './install.sh', which outputs 'java version "1.4.1\_01"', 'Java(TM) 2 Runtime Environment, Standard Edition (build 1.4.1\_01-b01)', and 'Java HotSpot(TM) Client VM (build 1.4.1\_01-b01, mixed mode)'. It then asks 'The new ParaChat server will be installed in /home/chat/ParaChat500' and 'Do you want to continue?(y/n)'. The user enters 'y'. The output continues with 'ParaChat Server installation has completed successfully.' and 'Enter password for super user.'. The final line shows 'Enter password for user "admin":' with a cursor.

During the installation, you will need to submit a "admin" password.





```

chat@Bird:~/ParaChat500
File Edit View Terminal Go Help
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$ ./install.sh
java version "1.4.1_01"
Java(TM) 2 Runtime Environment, Standard Edition (build 1.4.1_01-b01)
Java HotSpot(TM) Client VM (build 1.4.1_01-b01, mixed mode)

The new ParaChat server will be installed in /home/chat/ParaChat500
Do you want to continue?(y/n) y
ParaChat Server installation has completed successfully.
Enter password for super user.

Enter password for user "admin":secretpass

Retype password:secretpass
new password,secretpass
User admin password updated.

ParaChat Server Installation completed.
[chat@Bird ParaChat500]$

```

### Step 7. Start and shut down a ParaChat server

At this point all you need to do is start the server.

To start the chat server, go to the server directory, and run (it is a good idea to shut it down before you restart it):

```
$ ./parachatd.sh
```

To shutdown the chat server, go to the server directory, and run:

```
$ ./shutdown.sh
```

### Step 8. Access a Test Room and Admin Web Pages

To access the test room on the server, open this URL in your browser:

```
http://<yourhost.com>:7877/testroom.html
```

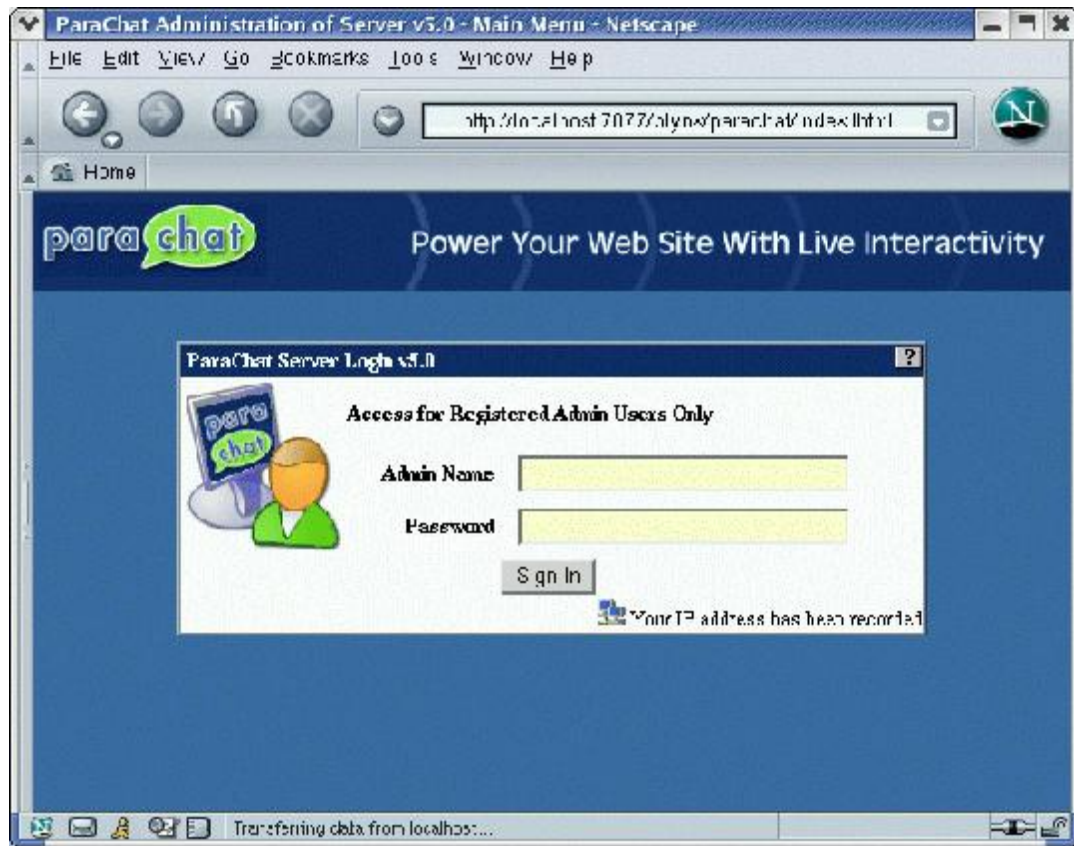
By default, HTTP port is 7877. For example, suppose your machine name is parachat.com (using the machine's IP works too):

```
http://parachat.com:7877/testroom.html
```

The URL of the server admin pages, for example, is:

```
http://parachat.com:7877/plynx/parachat/index.html
```

Use "admin" as user name and the password you typed during installation to login to the admin pages (see image below)



### Step 9. Move the client class files to your own Web server document tree (optional)

You will want to move the httpd directory (or copy it) to the document tree of another production Web server. The location you choose must match the document base URL specified in the ParaChat client HTML applet tag on the Web page containing the chat room.

You can also link your Web server document tree to the parachat httpd/ directory.

Remember that the Java applets can only connect to the server from which it was loaded. Your chat server needs to run on the same host as the Web server that is serving out the class files.

## Unix Install

**These are installation instructions for Windows Unix, Linux, FreeBSD, and other Unix based OS Servers**

Sun™ Java© 1.4 and above is required to run ParaChat Server v5.7. We recommend using J2SE v 1.4.2\_08 JRE.

If you have not downloaded and installed Sun™ Java© 1.4 and above, please click [here](#) for an updated copy. For user manual, refer to the documentation. If you have any questions, please

submit a support ticket. ParaChat offers free customer and technical support during your evaluation period, and after your license purchase, to our customers, and our customer's ParaChat users.


### Installation Steps:

1. Install and run Java on your system
2. Download the ParaChat Server Installation Kit
3. Set up a server administration account (optional)
4. Make sure your Java installation is working properly
5. Unpack the installation kit
6. Run the installation program
7. Start and shut down a ParaChat server
8. Access a sample room and Admin Web Pages
9. Move the client class files to your own Web server document tree (optional)
10. Next Steps

---

### Step 1. Install and run Java on your system

ParaChat does not own or maintain Java, and the Java SDK comes with its own set of installation instructions. Java may already be installed on your server, if not, it must be installed. You can get the most recent Java JDK (Java Development Kit) from Sun Microsystems free of charge. We recommend Java 1.4 or above. Ask your system admin for help on installing Java and setting it in your PATH. If you are using Solaris, DO NOT use the Java that comes with the OS. Download the latest version of JDK or JRE from Sun instead.

 **NOTE:** If the server hangs or returns a garbled thread dump, disable native threads. Many JIT (Just-In-Time) Java Compilers available are somewhat buggy. They may cause our server to hang or crash unpredictably. Each JIT usually comes with instructions on how to disable/bypass it for precisely this reason.

### Step 2. Download the ParaChat Server Installation Kit



Choose one of the following formats of the kit and extract it on your system.

Kit Name	Type	Best for
ParaChat570.tar.Z	compressed tar file	Standard Solaris/POSIX
ParaChat570.tar.gz	gzipped tar file	FreeBSD/Linux
ParaChat570-unix.zip	zipped file	Any

### Step 3. Set up a server administration account (optional)

The server does not need to be installed or run by a privileged user (i.e. root). You can run the ParaChat server from an ordinary user account, or you can create a new account used only for server administration.



**HINT:** On UNIX systems, make sure the shell from which you will be starting the ParaChat server is not running with artificially low resource limits. The number of file descriptors should be as high as possible and no less than 1024. On most UNIX systems, type `limit` or `ulimit` to find out the number of file descriptors. To increase the number, for example to 1024, type `limit descriptors 1024`.

### Step 4. Make sure your Java installation is working properly

Log on to the user account from which the server will be installed and administered. At the shell prompt, type: `java -version`. You should get a message stating the version of Java you have installed (JDK1.4 or above is recommended). If you see an error message, you either don't have Java installed (see step 1) or the Java bin directory is not in your path.

### Step 5. Unpack the installation kit

The archive extracts into a sub directory carrying the name of the release.

Assume you picked this compressed file, `ParaChat570.tar.gz`. Unpack it first:

```
$ gzip -d ParaChat570.tar.gz
$ tar xvf ParaChat570.tar
```

Now you should see a directory "`ParaChat570`". This is the server directory. It is referred to as the server directory in the sections that follows.

### Step 6. Run the installation program

Go to the server directory:

```
$ cd ParaChat570
and run:
```

```
$ ./install.sh
```

```

chat@Bird:~/ParaChat500
File Edit View Terminal Go Help
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$ ./install.sh
java version "1.4.1_01"
Java(TM) 2 Runtime Environment, Standard Edition (build 1.4.1_01-b01)
Java HotSpot(TM) Client VM (build 1.4.1_01-b01, mixed mode)

The new ParaChat server will be installed in /home/chat/ParaChat500
Do you want to continue?(y/n) y
ParaChat Server installation has completed successfully.
Enter password for super user.

Enter password for user "admin":

```

During the installation, you will need to submit a "admin" password.

```

chat@Bird:~/ParaChat500
File Edit View Terminal Go Help
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$
[chat@Bird ParaChat500]$ ./install.sh
java version "1.4.1_01"
Java(TM) 2 Runtime Environment, Standard Edition (build 1.4.1_01-b01)
Java HotSpot(TM) Client VM (build 1.4.1_01-b01, mixed mode)

The new ParaChat server will be installed in /home/chat/ParaChat500
Do you want to continue?(y/n) y
ParaChat Server installation has completed successfully.
Enter password for super user.

Enter password for user "admin":secretpass

Retype password:secretpass
new password,secretpass
User admin password updated.

ParaChat Server Installation completed.
[chat@Bird ParaChat500]$

```

### Step 7. Start and shut down a ParaChat server

At this point all you need to do is start the server.

To start the chat server, go to the server directory, and run (it is a good idea to shut it down before you restart it):

```
$ ./parachatd.sh
```



## ParaChat Server v5.7

To shutdown the chat server, go to the server directory, and run:

```
$ ./shutdown.sh
```

### Step 8. Access a Test Room and Admin Web Pages

To access the test room on the server, open this URL in your browser:

**`http://<yourhost.com>:7877/testroom.html`**

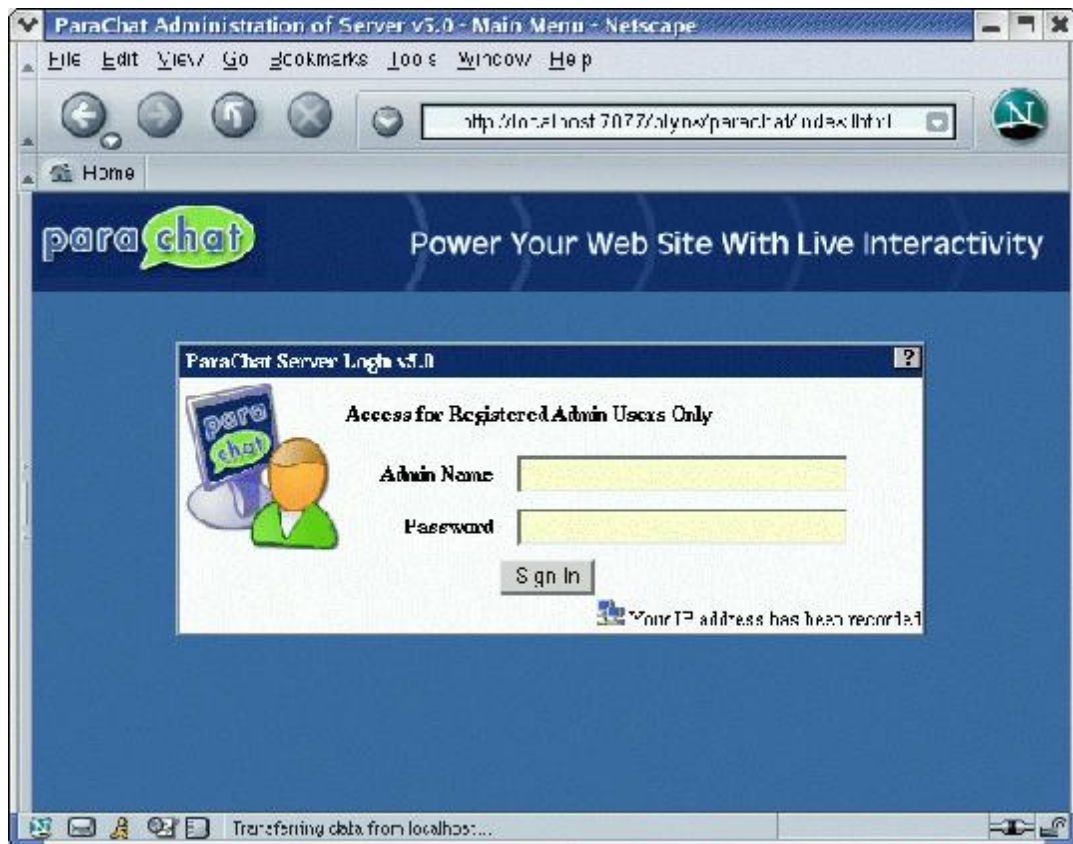
By default, HTTP port is 7877. For example, suppose your machine name is parachat.com (using the machine's IP works too):

**`http://parachat.com:7877/testroom.html`**

The URL of the server admin pages, for example, is:

**`http://parachat.com:7877/plynx/parachat/index.html`**

Use "admin" as user name and the password you typed during installation to login to the admin pages (see image below)



### Step 9. Move the client class files to your own Web server document tree (optional)

You will want to move the httpd directory (or copy it) to the document tree of another production Web server. The location you choose must match the document base URL specified in the ParaChat client HTML applet tag on the Web page containing the chat room.

You can also link your Web server document tree to the parachat httpd/ directory.

Remember that the Java applets can only connect to the server from which it was loaded. Your chat server needs to run on the same host as the Web server that is serving out the class files.

## Next Steps After Installing ParaChat v5.7

### 1. Documentation:

Review the ParaChat Server v5.7 Documentation, a comprehensive guide to customizing, managing and administering your ParaChat Server Software.

### 2. Admin Pages and Test Room:

Visit the Test ParaChat Room that is now running on your chat server. The Test Room will display the ParaChat applet, and the applet HTML, that serves as a guide to implementing your own ParaChat rooms. Open the Test Room in your browser by access the Test Room from your Start button:

Start >>> Programs >>> ParaChat Server v5.7 >>> Admin Pages

Start >>> Programs >>> ParaChat Server v5.7 >>> Test Room

You can also use the Room Customization Tool to customize any room you have created on your chat server.

### 3. Room and User Creation:

Visit the ParaChat Room and User Creation Guide for information on creating new ParaChat rooms and admin users.

### 4. License ParaChat Server:

The download is free, and you are never under any obligation to purchase a license key at any time. The software that you initially install is a full version of ParaChat Server that contains a 5-user, 30-day license key. You will automatically receive a free, 3-user, perpetual license key by email that you may use indefinitely.

To implement ParaChat in your production environment, purchase a full-use license securely online using the ParaChat Server v5.7 Order Form. For pricing options and fees, please visit the ParaChat Server Price List.

## Next Steps After Installing ParaChat v5.7

### 1. Documentation:

## ParaChat Server v5.7

Review the ParaChat Server v5.7 Documentation, a comprehensive guide to customizing, managing and administering your ParaChat Server Software.

### 2. Admin Pages and Test Room:

Visit the Test ParaChat Room that is now running on your chat server. The Test Room will display the ParaChat applet, and the applet HTML, that serves as a guide to implementing your own ParaChat rooms. Open the Test Room in your browser by access the Test Room from your Start button:

Start >>> Programs >>> ParaChat Server v5.7 >>> Admin Pages

Start >>> Programs >>> ParaChat Server v5.7 >>> Test Room

You can also use the Room Customization Tool to customize any room you have created on your chat server.

### 3. Room and User Creation:

Visit the ParaChat Room and User Creation Guide for information on creating new ParaChat rooms and admin users.

### 4. License ParaChat Server:

The download is free, and you are never under any obligation to purchase a license key at any time. The software that you initially install is a full version of ParaChat Server that contains a 5-user, 30-day license key. You will automatically receive a free, 3-user, perpetual license key by email that you may use indefinitely.

To implement ParaChat in your production environment, purchase a full-use license securely online using the ParaChat Server v5.7 Order Form. For pricing options and fees, please visit the ParaChat Server Price List.

## Upgrade Instructions

## Upgrade Windows


### Windows Upgrade from ParaChat Server v3.0, v4.0, v4.5 v5.0 to ParaChat Server v5.7

his software upgrade **requires** that you install a full version of ParaChat Server v5.7 before you start the upgrade process. The installation will create and enable a standard format for future upgrades to your ParaChat Server Software. The installation of ParaChat Server v5.7 will create the following directory where the software will be installed:

```
C:\Program Files\ParaChat\ParaChat570\....
```

The process of upgrading your software copies older files to your new ParaChat Server v5.7 instance on your computer, while leaving the old ParaChat Server v3.0, v4.0, v4.5, v5.0, v5.5 or v5.6 fully intact. This allows you to complete the v5.7 installation process while minimizing down-time for your users. If for any reason you require reverting back to the older chat server, simply shut down the v5.7 chat server, and then restart your older chat server.



 **NOTE:** Your older ParaChat Server and v5.7 do not share any information. If you revert back to your older ParaChat Server none of the changes made in v5.7 will be reflected in your older chat server.

During the course of the upgrade to ParaChat Server v5.7, the following tasks are completed:

**Task 1.** Copies the data from your older ParaChat Server directories in an overwriting fashion to the following ParaChat Server v5.7 directories:

- logs
  - C:\Program Files\ParaChat\ParaChat570\logs\
- radata
  - C:\Program Files\ParaChat\ParaChat570\radata\
- rooms
  - C:\Program Files\ParaChat\ParaChat570\rooms\
- users
  - C:\Program Files\ParaChat\ParaChat570\users\
- scripts
  - C:\Program Files\ParaChat\ParaChat570\httpd\pchat\classes\scripts
- images
  - C:\Program Files\ParaChat\ParaChat570\httpd\pchat\classes\images

**Task 2.** If you have made changes to the pchatd.conf, chat.conf or dynamic.conf files, you will need to manually update the changes from your older ParaChat Server to your new v5.7 Server.

If you wish to upgrade to ParaChat v5.7 manually, you need to install a new ParaChat v5.7 server and manually copy the files and make the changes to ParaChat main config file pchatd.conf.

---

### Run upgrade scripts

Locate the 'upgrade.bat' file within the ParaChat570 directory.

If you do not have the 'upgrade.bat' file within your ParaChat570 directory, you can download the upgrade scripts (upgrade.zip) to your desktop. Unzip the .zip file, and extract the contents (upgrade.bat) to the main ParaChat Server v5.7 directory (C:\Program Files\ParaChat\ParaChat570\), so that the 'upgrade.bat' file is within the ParaChat570 directory.

Locate and make note of your ParaChat Server v3.0, v4.0, v4.5 or v5.0 file path. By default, it is:

- "C:\Program Files\ParaChat500\" or
- "C:\Program Files\ParaChat450\" or
- "C:\Program Files\ParaChat400\" or

# ParaChat Server v5.7

"C:\Program Files\ParaChat300\" or  
"C:\ParaChat300\"



**NOTE:** You will need this information in the next step.

Open a Command Prompt (Start >>> Run >>> cmd.exe). In the Command Prompt window, type:

```
cd "C:\Program Files\ParaChat\ParaChat570"
```


Run the scripts with your ParaChat v3.0, v4.0, v4.5 or v5.0 file path.:

```
upgrade.bat your_server_path
```

For example, if your ParaChat Server v4.5 file path is "C:\Program Files\ParaChat450", you would type:

```
upgrade.bat "C:\program files\parachut\parachat450"
```

[illegible]

 **NOTE:** You must place a double quote around the file path as in the example above

```

C:\Program Files\ParaChat\ParaChat500>upgrade.bat "c:\program files\parachat\par
achat400"
Current direcotry is. C:\Program Files\ParaChat\ParaChat500
The path you entered for the old ParaChat server is:
"c:\program files\parachat\parachat400"
ParaChat current server path is set to:
c:\program files\parachat\parachat400
Checking current server license file.
Locate old license c:\program files\parachat\parachat400\config\paraserver.lic
Found current server license file. Continue.
Locate old config c:\program files\parachat\parachat400\config\pchatd.conf
Found current server config file. Continue.
ParaChat version 5.0 path is set to:
C:\Program Files\ParaChat\ParaChat500
Checking version 5.0 license file.
Locate new license C:\Program Files\ParaChat\ParaChat500\config\paraserver.lic
Found version 5.0 license file. Continue.
Locate new config C:\Program Files\ParaChat\ParaChat500\config\pchatd.conf
Found version 5.0 config file. Continue.
Copying logs directory...
0 File(s) copied
Copying radata directory...
###Info: old radata directory does not exist. OK to skip.
Copying rooms directory...
1 File(s) copied
1 File(s) copied.
Copying groups directory...
0 File(s) copied
Copying users directory...
3 File(s) copied
"Copying ad scripts directory..."
14 File(s) copied
"Copying ad scripts directory..."
5 File(s) copied
#####
Upgrading has completed.
Check the messages above and make sure there was no error.
Please also place your new 5.0 license under "config" folder.
#####
""
"If you have manually changed the following files in your current server."
"you need to edit those files in your new version 5.0 server:"
" 1. config\pchatd.conf"
" 2. config\dynamic.conf"
" 3. httpd\pchat\classes\conf\chat.conf"
Press any key to continue . . .
C:\Program Files\ParaChat\ParaChat500>

```

Check the output from the scripts. If there is no error message, the upgrade has completed. You may see some warning messages. That is OK.

### Purchase A Valid License Key

Customers who are upgrading from ParaChat Server v3.0, v4.0 or v4.5 will need to place an order to receive a valid ParaChat Server v5.7 license key. Any customer running v5.x, you can use your current license file.

### Order a ParaChat Server v5.7 License Key

Once you place your order and receive a ParaChat Server Upgrade Order Acknowledgement email, reply to that email and attach a current, valid license key from your existing installation. The license key is called 'paraserver.lic' and is found within the "config" directory of your main ParaChat Server directory.

Customers who are upgrading from ParaChat Server v5.0 do not need to purchase a new license key. Your existing license key is valid with v5.7.

## ParaChat Server v5.7

Once customers who are upgrading from ParaChat Server v3.0, v4.0 or v4.5 have purchased a v5.7 license key, the new license key will be issued by email. Place the new license key within the "config" directory of your ParaChat Server v5.7 installation, and then re-start your ParaChat Server:

```
C:\Program Files\ParaChat\ParaChat570\config\paraserver.lic
```

This action replaces the temporary license key that is included with the v5.7 software package with a valid, full-use license key. The new, full-use license key will permit the same number of concurrent users as your older server license key.

### Purchase A Valid License Key and Add More Users

If you would like to upgrade your software, and require a larger license key to permit a greater number of users to connect to your ParaChat Server, you will need to place an order to request an upgrade and an increased concurrent user capacity:

### Order a ParaChat Server v5.7 License Key and Add More Users

### Un-install ParaChat Server Service

Before you start your ParaChat v5.7 service, you **MUST** un-install your older ParaChat Windows service if you are running it as a Windows Service. If you did not install your ParaChat Server as a windows service, you will not need to un-install the service .



**NOTE:** Unless you have changed the standard port numbers (7777 and 7877) your new server install will fail to start due to port conflicts caused by the older chat server still running.

If you were running your ParaChat Server v3.0, v4.0, v4.5 or v5.0 as a Windows service, you must use the uninstall.bat file to remove this from your Windows services area. You can find the 'uninstall.bat' within the main ParaChat directory. If you do not have the 'uninstall.bat' you can get your de-installer here. Copy the "uninstall.bat" file the the C:/Program Files/ParaChatxxx/bin/ directory. Once you have it located in that directory double click on it and it will remove your ParaChat Service. Your server is now off-line.

## Unix/Linux Upgrade Instructions

### Unix Upgrade from ParaChat Server v3.0, v4.0, v4.5 or v5.0 to ParaChat Server v5.7

This software upgrade requires that you install a full version of ParaChat Server v5.7 before you start the upgrade process. The installation will create and enable a standard format for future upgrades to your ParaChat Server Software. The installation of ParaChat Server v5.7 will create the following directory where the software will be installed:

```
.../ParaChat/ParaChat570/....
```

The process of upgrading your software copies older files to your new ParaChat Server v5.7 instance on your computer, while leaving the old ParaChat Server v3.0, v4.0, v4.5

and v5.0 fully intact. This allows you to complete the v5.7 installation process while minimizing down-time for your users. If for any reason you require reverting back to the older chat server, simply shut down the v5.7 chat server, and then restart your older chat server.



**NOTE:** Your older ParaChat Server and v5.7 do not share any information. If you revert back to your older ParaChat Server none of the changes made in v5.7 will be reflected in your older chat server.

During the course of the upgrade to ParaChat Server v5.7, the following tasks are completed:

**Task 1.** Copies the data from your older ParaChat Server directories in an overwriting fashion to the following ParaChat Server v5.7 directories:

logs

- .../ParaChat/ParaChat570/logs/

radata

- .../ParaChat/ParaChat570/radata/

rooms

- .../ParaChat/ParaChat570/rooms/

users

- .../ParaChat/ParaChat570/users/

scripts

- .../ParaChat/ParaChat570/httpd/pchat/classes/scripts

images

- .../ParaChat/ParaChat570/httpd/pchat/classes/images

**Task 2.** If you have made changes to the pchatd.conf, chat.conf or dynamic.conf files, you will need to manually update the changes from your older ParaChat Server to your new v5.7 Server.

If you wish to upgrade to ParaChat v5.7 manually, you need to install a new ParaChat v5.7 server and manually copy the files and make the changes to ParaChat main config file pchatd.conf.

---

### Run upgrade scripts

The upgrade script 'upgrade50.sh' file is within the ParaChat570 directory.

Locate and make note of your ParaChat Server v3.0, v4.0 v4.5 or v5.0 file path.

Example:

```
".../ParaChat400/"
```



**NOTE:** You will need this information in the next step.

Now go to versoin v5.7 directory

# ParaChat Server v5.7


```
cd ParaChat570
```

Run the scripts with your ParaChat v4.0 file path:

```
./upgrade50.sh your_4.0_server_path
```

For example, if your ParaChat Server v4.0 file path is `"/home/chat/ParaChat400"`, you would type:

```
./upgrade50.sh /home/chat/ParaChat400
```

 **NOTE:** Do NOT add a slash at the end of the directory path.

[illegible]

```

chat@elmo:~/ParaChat570
File Edit View Terminal Go Help
[chat@elmo ParaChat570]$ ./upgrade50.sh /home/chat/ParaChat550
You entered ParaChat server path as: /home/chat/ParaChat550
Version 5.7 path is: /home/chat/ParaChat570
Checking current server license file.
Found current server license file. Continue.
Found current server config file. Continue.
Checking if new version 5.7 has been installed.
Found ./users and ./rooms directories. Continue.
pchatd.conf.50 already backed up. Continue.
Copying logs directory...
cp: cannot stat '/home/chat/ParaChat550/logs/*': No such file or directory
###Warning: logs directory cannot be copied.
Copying radata directory...
No radata found. skipping.
Copying rooms directory...
All chat room profiles copied.
Copied version 5.7 TestRoom.
Copying group directory...
groups copied.
Copying users directory...
All user profiles copied.
Copying ad scripts directory...
All ad scripts copied.
Copying ad images directory...
All ad images copied.
#####
# You should have already received your new version 5.7 license.
# You need to update "paraserver.lic" following the instructions.
#####

Upgrading to ParaChat 5.7 completed.

If you have manually changed the following files in your current server,
you need to edit those files in your new version 5.7 server:
1. config/pchatd.conf
2. config/dynamic.conf
3. httpd/pchat/classes/conf/chat.conf

[chat@elmo ParaChat570]$

```

Check the output from the scripts. If there is no error message, the upgrade has completed. You may see some warning messages. That is OK.

### Purchase A Valid License Key

Customers who are upgrading from ParaChat Server v3.0, v4.0 or v4.5 will need to place an order to receive a valid ParaChat Server v5.7 license key. Any customer running v5.x, you can use your current license file.

### Order a ParaChat Server v5.7 License Key

Once you place your order and receive a ParaChat Server Upgrade Order Acknowledgement email, reply to that email and attach a current, valid license key from your existing installation. The license key is called 'paraserver.lic' and is found within the "config" directory of your main ParaChat Server directory.

## ParaChat Server v5.7

Customers who are upgrading from ParaChat Server v5.0 do not need to purchase a new license key. Your existing license key is valid with v5.7.

Once customers who are upgrading from ParaChat Server v3.0, v4.0 or v4.5 have purchased a v5.7 license key, the new license key will be issued by email. Place the new license key within the "config" directory of your ParaChat Server v5.7 installation, and then re-start your ParaChat Server:

```
.../ParaChat/ParaChat570/config/paraserver.lic
```

This action replaces the temporary license key that is included with the v5.7 software package with a valid, full-use license key. The new, full-use license key will permit the same number of concurrent users as your older server license key.

### **Purchase A Valid License Key and Add More Users**

If you would like to upgrade your software, and require a larger license key to permit a greater number of users to connect to your ParaChat Server, you will need to place an order to request an upgrade and an increased concurrent user capacity:

### **Order a ParaChat Server v5.7 License Key and Add More Users**



# Web Administration

## Web Administration Access

Your Chat service includes the ability to easily manage your account using your favorite web browser. Use feature-rich, web-based administration tool to perform the following administrative functions:

### **Web-based Admin Pages Login**

How to log into your web-based admin pages

### **Admin User Administration**

Use these forms to edit your admin user(s)

### **Group Administration**

Use these forms to edit your chat Group

### **Room Administration**

Use these forms to create, edit and delete your chat room(s)

### **User Administration**

Use these forms to edit and create password protected user name(s)

### **Server Status**

Check the status of your ParaChat Sever

### **Dynamic Properties**

Load your current set of dynamic properties

### **Currently Active Rooms**

Lists your active rooms

### **Language Filter**

Profanity Filter - Lists your set of banned words

### **Banned Users List**

List your current set of banned users

### **Banned Room List**

List your current set of banned rooms

### **Banned IP List**

List your current set of banned IP addresses

### **Clear Server Memory Caches**

Clears your memory cache to allow changes to be identified

### **Admin Server Commands**

You may telnet to your ParaChat Server's Admin Server to execute a variety of server commands

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Use these forms to edit and create password protected user name(s)

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# Logging Into Your Web-based Admin Pages

## Logging in Manually

Log in to your ParaChat Server's Administration pages by visiting:

<http://<your-host-name>:7877/plynx/parachat/index.lhtml>

or

<http://<your-IP-address>:7877/plynx/parachat/index.lhtml>

or (windows users only)

**Start >>> Programs >>> ParaChat v5.7 >>> Admin Pages**

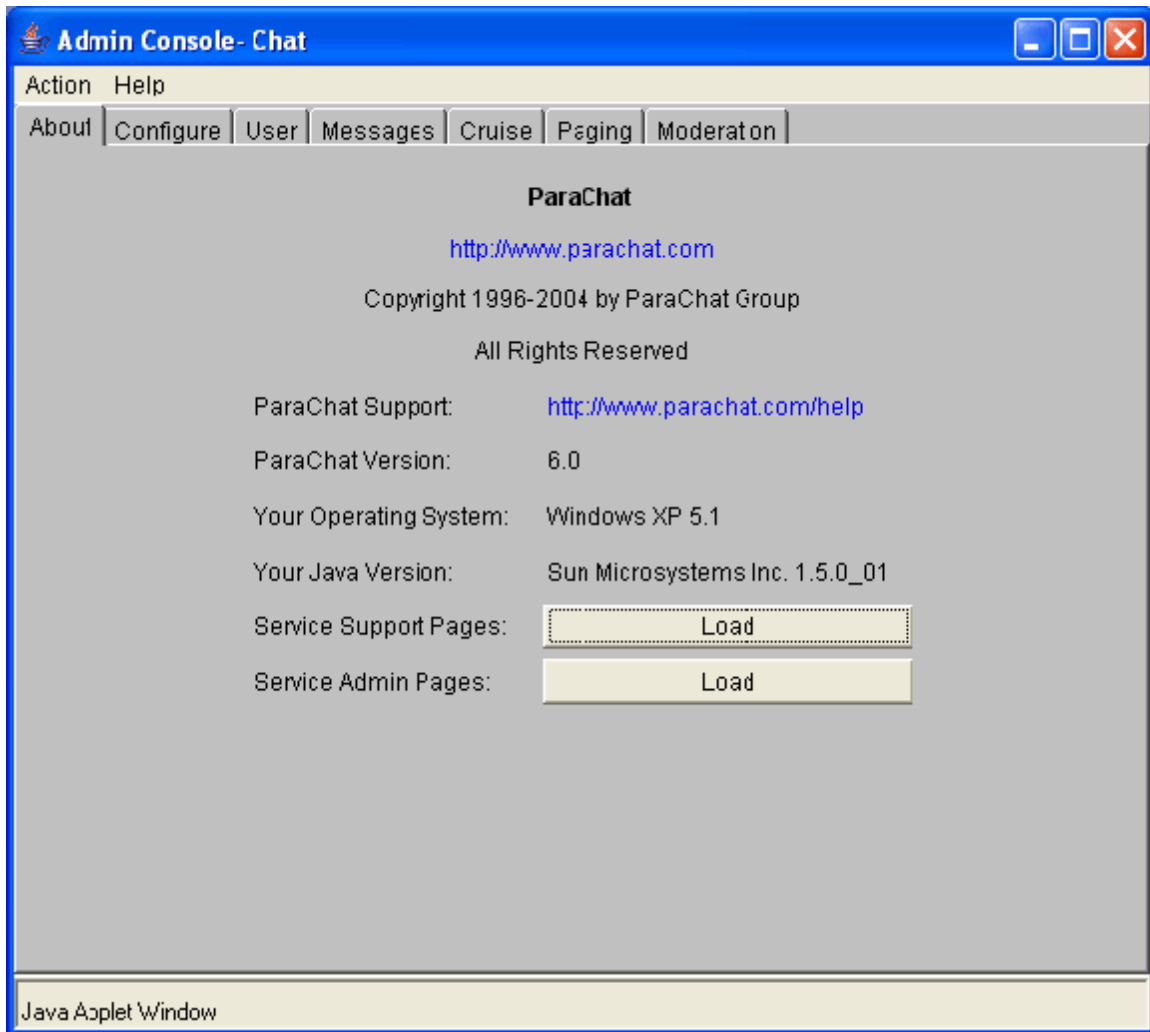
Your web-based administration page will load. Enter the Admin Name and Password selected during your install process.



## Customize Access To Your Web-based Admin Pages

## ParaChat Server v5.7

To launch the GUI Admin Console, log into your chat room using your Group or Room Admin user name and password, and type **%admin** in the text input area. See the example below:



Your web-based administration page will load. Enter the Admin Name and Password selected during your install process.



### Customize the support page link for GUI admin console

**Parameter Name:**

`url.SupportPage`

**Permitted Value:**

any URL  
(place this value in the  
chat.conf file)

**Feature Available With:**

**Hosted Solutions**

Basic



Advanced



Professional



**Server Solutions**

Enterprise



Event



Server



**HTML Configuration:**

`url.SupportPage=http://www.parachat.com/documentation/570/`

## Customize the web-based page link for GUI admin console

**Parameter Name:**

`url.AdminPage`

**Permitted Value:**

any URL  
(place this value in the  
chat.conf file)

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✗

**Server Solutions**

Enterprise	✗
Event	✗
Server	✓

**HTML Configuration:**

param name="`url.AdminPage=http://xxx.com:7877/xxx/lhtml`

## Admin User Administration

# Group & Room Admin User Administration

Your chat solution offers 2 levels of administrators - Group-wide administrators, and Room-wide administrators. By default, when your service is initially established, the administrator name and password provided during the order process is automatically configured as both a Group and Room administrator.


A Group administrator has the ability to easily create additional Group and Room administrators, has administrative privileges in all chat rooms that are part of a Group, and has full access to web-based Group, Room and User administration pages.

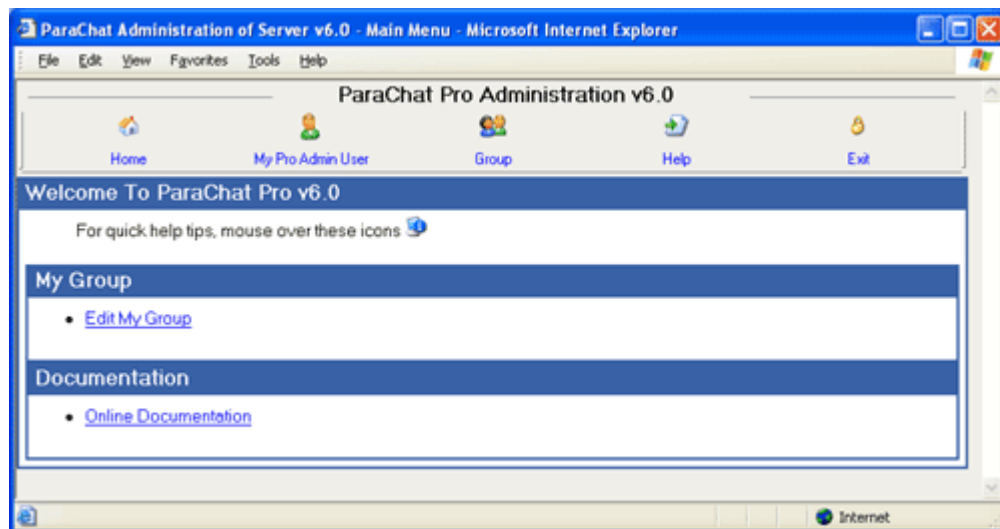
A Room administrator has administrative privileges in only the room(s) in which they have been granted administrative privileges by a Group administrator, and has limited web-based access to edit their own user data (i.e. their password, email address, idle time-out, etc.).

A Group administrator may create additional Group and/or Room administrators by following these steps:

**Step 1.** Log in to the Server Administration Pages by entering the registered Group Admin Name and Password and click the 'Sign In' button.



**Step 2.** You will arrive at the chat administration Main Menu (see image below). To modify or create users for your Group, click on the Group icon  in the top navigation bar, or on the "Edit My Group" link within the "My Group" section of the page.



**Step 3.** Scroll down to the base of the Group Settings page where you find "Select a User to Edit", "Add a New User", and "Delete a User".



Select a User To Edit

kyle Edit

Add a New User

Mary Add

Delete a User

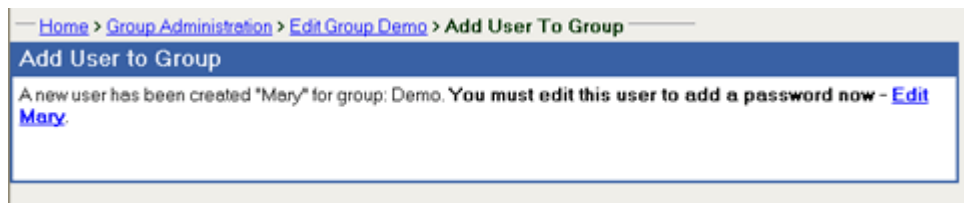
kyle Delete

To create a new user for your Group, enter the user name into the "Add a New User" field, and click the 'Add' button.



**HINT:** User names are case-insensitive, and must use alpha-numeric characters. Dot, dash, and underscore are also permitted characters.

**Step 4.** Once a new user has been created, a confirmation page will display. To set the password for the user name, click the "Edit New User" link.

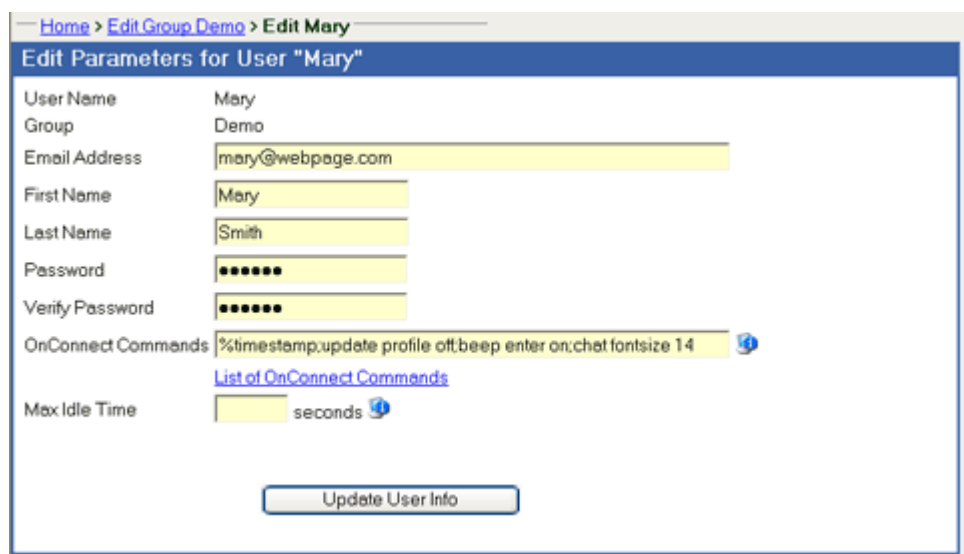


Home > Group Administration > Edit Group Demo > Add User To Group

Add User to Group



A new user has been created "Mary" for group: Demo. You must edit this user to add a password now - [Edit Mary](#).

**Step 5.** To password-protect the user name, enter a password into the "Password" and "Verify Password" fields, and click the 'Update User Info' button.




Home > Edit Group Demo > Edit Mary

Edit Parameters for User "Mary"

User Name	Mary
Group	Demo
Email Address	mary@webpage.com
First Name	Mary
Last Name	Smith
Password	*****
Verify Password	*****
OnConnect Commands	%timestamp;update profile off;beep enter on;chat fontsize 14 
	<a href="#">List of OnConnect Commands</a>
Max Idle Time	<input type="text"/> seconds 

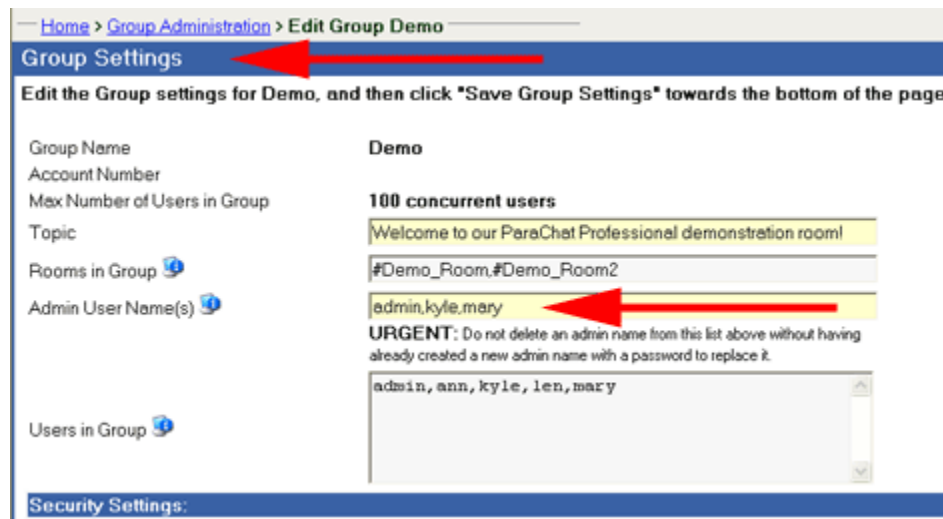
Update User Info



**Step 6.** Once the user has been created, and a password has been set, return to the Group Settings page by clicking the Group icon  in the top navigation bar.

## Setting Group Administrator(s)

To set a new user as a **Group Administrator**, add the user name to the field labeled "Admin User Name(s)". The list of user names should be separated by only a comma (i.e. user1,user2,user3) - **do not use spaces**. Make sure you add these the user to the Group Settings page and not the Room Settings page. Click the 'Save Group Settings' button to save your edit.



Home > Group Administration > Edit Group Demo

**Group Settings**

Edit the Group settings for Demo, and then click "Save Group Settings" towards the bottom of the page

Group Name	Demo
Account Number	
Max Number of Users in Group	100 concurrent users
Topic	Welcome to our ParaChat Professional demonstration room!
Rooms in Group	#Demo_Room,#Demo_Room2
Admin User Name(s)	admin,kyle,mary
	<b>URGENT:</b> Do not delete an admin name from this list above without having already created a new admin name with a password to replace it.
Users in Group	admin, ann, kyle, len, mary

Security Settings:

A Group administrator has the ability to easily create additional Group and Room administrators, has administrative privileges in all chat rooms that are part of a Group, and has full access to web-based Group, Room and User administration pages.



**HINT:** Do not add a user name to the list of Admin User Names without setting a password for the user name. Otherwise, any user who enters the chat room with that user name will have administrator privileges.

## Setting Room Administrator(s)

To set the new user as a **Room Administrator**, scroll down to the "Select a Room to Edit" section, select the Room from the pulldown menu, and click the 'Edit' button. Add the user name to the field labeled "Admin User Name(s)". The list of user names should be separated by only a comma (i.e. user1,user2,user3) - **do not use spaces**. Click the 'Save Room Settings' button to save your edit.

Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room

**Room Settings**

Edit the Room settings for #Demo\_Room, then click "Save Room Settings" towards the bottom of the page

Room Name	#Demo_Room
Group Name	Demo
Internal Title	room #Demo_Room
Topic	Welcome to our ParaChat Professional demonstration room!
Admin User Name(s)	kyle

Security Settings:

A Room Administrator has administrative privileges in only the room(s) in which they have been granted administrative privileges by a Group administrator, and has limited web-based access to edit their own user data (i.e. their password, email address, idle time-out, etc.). But Room administrators do have access the GUI Admin Console for closing rooms, banning users, changing topics, etc.



**HINT:** Do not add a user name to the list of Admin User Names without setting a password for the user name. Otherwise, any user who enters the chat room with that user name will have administrator privileges.

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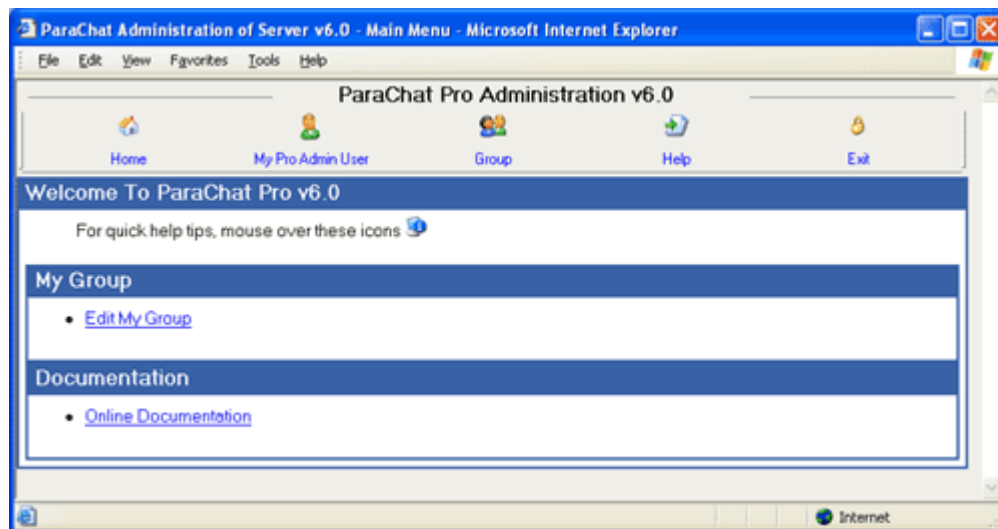
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Add a New User

Mary Add

Delete a User

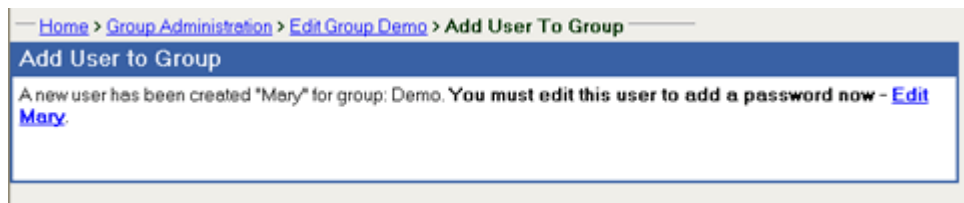
kyle Delete

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**HINT:** User names are case-insensitive, and must use alpha-numeric characters. Dot, dash, and underscore are also permitted characters.

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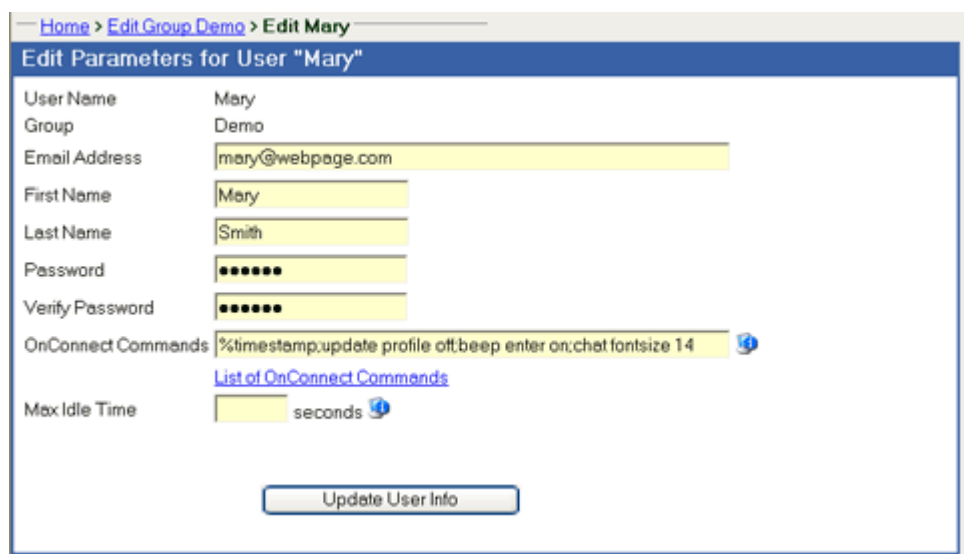


Home > Group Administration > Edit Group Demo > Add User To Group

Add User to Group



A new user has been created "Mary" for group: Demo. You must edit this user to add a password now - [Edit Mary](#).

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Edit Parameters for User "Mary"

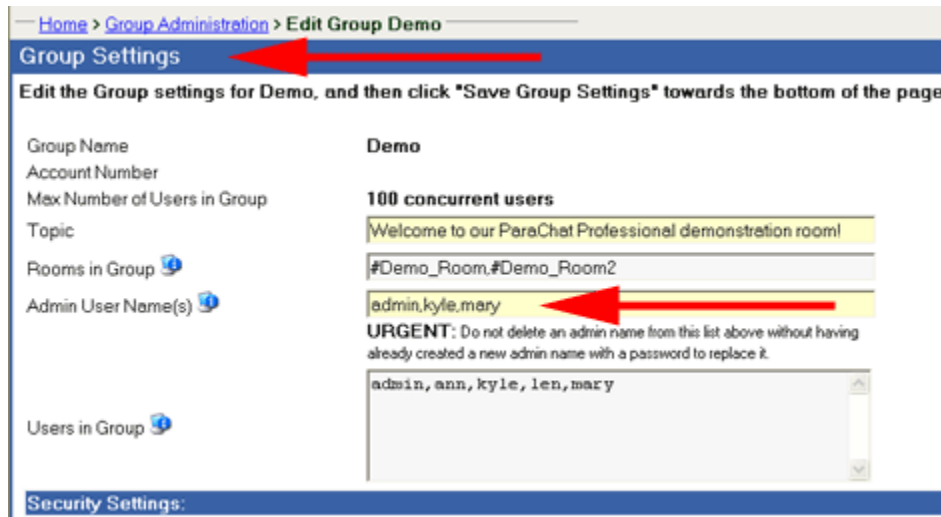
User Name	Mary
Group	Demo
Email Address	mary@webpage.com
First Name	Mary
Last Name	Smith
Password	*****
Verify Password	*****
OnConnect Commands	%timestamp;update profile off;beep enter on;chat fontsize 14 
	<a href="#">List of OnConnect Commands</a>
Max Idle Time	<input type="text"/> seconds 

Update User Info

**Step 6.** Once the user has been created, and a password has been set, return to the Group Settings page by clicking the Group icon  in the top navigation bar.

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Home > Group Administration > Edit Group Demo

**Group Settings**

Edit the Group settings for Demo, and then click "Save Group Settings" towards the bottom of the page

Group Name	Demo
Account Number	
Max Number of Users in Group	100 concurrent users
Topic	Welcome to our ParaChat Professional demonstration room!
Rooms in Group	#Demo_Room,#Demo_Room2
Admin User Name(s)	admin,kyle,mary
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Users in Group	

Security Settings:

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Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room

### Room Settings

Edit the Room settings for #Demo\_Room, then click "Save Room Settings" towards the bottom of the page

Room Name	#Demo_Room
Group Name	Demo
Internal Title	room #Demo_Room
Topic	Welcome to our ParaChat Professional demonstration room!
Admin User Name(s)	kyle

Security Settings:

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**HINT:** Do not add a user name to the list of Admin User Names without setting a password for the user name. Otherwise, any user who enters the chat room with that user name will have administrator privileges.

## Room/Group Administrator Log-in Options

There are 3 different ways to log into your Chat Room as room admin.

Admin user appears as a regular user

- ✦ log into the room normally

Admin user is hidden from all other users

- ✦ add a double underscore before your admin user name. (example: \_\_admin)

Admin user appears on top of the user list in a distinct color

- ✦ add a double period before your admin user name. (example: ..admin)

Login to your chat room with your admin username and password selected during registration.

Once you log in you will see the message


"You have room administration powers"

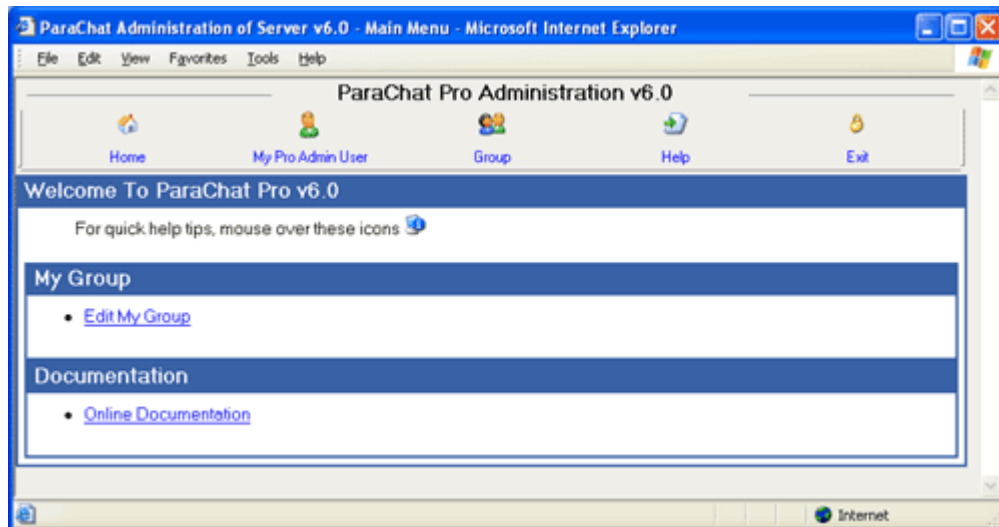
## Group Administration

# Group Administration

**Step 1.** Log in to the Server Administration Pages by entering the registered Group Admin Name and Password and click the 'Sign In' button.



**Step 2.** You will arrive at the chat administration Main Menu (see image below). To modify or create users for your Group, click on the Group icon  in the top navigation bar, or on the "Edit My Group" link within the "My Group" section of the page.



**Step 3.** After you are successful in entering your Group name you will be brought to a page similar to this one. The Group Settings pages is broken up into subgroups. A description of each can be found below:

## General Group Settings

Home > Group Administration > Edit Group Demo

### Group Settings

Edit the Group settings for Demo, and then click "Save Group Settings" towards the bottom of the page

Group Name	Demo
Account Number	
Max Number of Users in Group	100 concurrent users
Topic	Welcome to our ParaChat Professional demonstration room!
Rooms in Group ⓘ	#Demo_Room, #Demo_Room2
Admin User Name(s) ⓘ	kyle <b>URGENT:</b> Do not delete an admin name from this list above without having already created a new admin name with a password to replace it.
Users in Group ⓘ	kyle

Security Settings:

### Group Name:

The name of the Group that you have licensed.

### Max Number of Users in Group:

The number of concurrent users you have licensed.

### Topic:

Enter a standard default topic for all rooms within your Group. The topic you enter here will appear each time a user logs into admin created or dynamic (user created) chat rooms. You will have an opportunity to change this later and you can set each individual room with their own topic. You can also make changes to the topic from the room itself using the GUI admin console or text based admin commands. This field is not required.

### Rooms in Group:

This is a list of Rooms belonging to this Group and can only be modified by adding and deleting rooms.

### Admin user(s):

Enter the user name(s) of the Room Admin user(s). You may enter multiple names here **separated only by a comma**. There is no need to place a comma and a space between Admin user names, just a comma. If you leave this field blank, you will not be able to log back into your web-based admin pages.



**HINT:** Room Admin user names **must be password protected**. If you list a user name(s) in this field, it is suggested that you have a User Profile for each user created. If a user profile is not create for a user name, any person who logs into the chat room using that admin name will have admin privileges in the room.

### Users in Group:

These are user names that have manually been added to your group.



## Security Settings

### Banned IPs:

You may manually add user IP addresses in this location that you wish to ban from all your chat rooms in this Group. IP addresses should be separated by a comma only, and not a comma and a space. If you wish to remove an IP address that is on the list, simply highlight the IP address and delete it, remembering not to leave 2 commas separating any remaining IP addresses. You do not need to add data to this field during room creation. If you banned an IP address using the GUI admin console you will find the banned IP address under the room settings.



**HINT:** When an IP address appears on this list (i.e. 111.222.333.444), any user who attempts to access your chat room from the IP address will be prevented from doing so. If a Class C IP address is banned (i.e. 111.222.333), any user whose IP address contains the Class C range will be prevented from entering. In extreme cases, you may also ban users from entire ISPs by adding the Class B range (i.e. 111.222) of an IP address, or even the Class A range (i.e. 111) of an IP address to your list of IP addresses. Be aware that when you add the Class B and Class A ranges, you are preventing a greater number of potential users from accessing your ParaChat room.

### Allowed URLs:

Our unique URL enforcement system allows you to limit the way applet code for a particular room can be distributed onto other web pages on the Internet. By indicating the EXACT URL(s) where you wish your room HTML applet code to run, you may limit people from taking the code from your HTML page and running your chat room on their own web page without your permission. List all URLs where you wish to run your applet code in this field. There is no need to place a comma and a space between allowed URLs, just a comma.



**HINT:** It is important to note that users sometimes access domains without the www suffix before your domain name. Therefore, if your chat page is `http://www.webpage.com/chat.html`, you may also wish to include `http://webpage.com/chat.html` - without the www suffix - as an allowed URL. It is best to use the complete URL structure here, so be certain to include the `http://` as well. It is also important to note that if you designate an allowed URL as `http://www.webpage.com`, for example, the server will permit the chat room to run on any web page within that domain, and not just on a specific page within that domain.

### Enforce URLs:

Your chat service will enforce the URLs you provide for each room by either:

- ✦ **allow** - allows all user connections regardless of URL
- ✦ **warn** - warns users that the chat room is running on a web page that is not allowed
- ✦ **deny** - warns users that the chat room is running on a web page that is not allowed and does not allow a connection to the chat room

Users will be able to connect and enter a room with the URL enforcement set to both allow and warn. However, a user will not be able to enter a room if the URL enforcement is set to deny and the room is not placed on the correct URL.

Here is a list of error messages that a user will see if the URL of the room does not match the Allowed URL settings:

- ✦ **allow**  
no error message will be displayed
- ✦ **warn**  
" **\*\*ALERT\*\***  
This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/>"

After the user receives this message they will stay in the room and will be able to chat.

- ✦ **deny**  
"This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/chat.html> Disconnected: connection closed."

After the user receives this message they will be kicked out of the room.

Room and Group admins will always be able to enter a room no matter what the URL enforcement is set to or what page the chat room resides on.

### Profanity Filter:

- ✦ **On:** text in rooms within this Group will be filtered for profanity using the words in the profanity filter list
- ✦ **Off:** text in rooms within this Group will **not** be filtered for profanity



**HINT:** The chat server's profanity filter is pre-populated with a select listing of words. If you find a word that needs to be added to the list contact Support.

### Allow Room Audio:

- ✦ **On:** users will be able to submit sounds into the room.
- ✦ **Off:** users will **not** be able to submit sounds into the room.

## Private Messaging

**Private Messaging:**

Allow Private Messaging

Allow Remote Private Messaging  

**In-room Text Ad Message:**

### Allow Private Messaging :

- On: this is the default setting and users are allowed to send private messages.
- Off: this will prohibit users from sending private messages to one another.

### Allow Remote Private Messaging :

- On: this is the default setting and users are allowed to send private messages from room to room.
- Off: this will prohibit users from sending private messages to one another from room to room.

## In-room Text Message

**In-room Text Ad Message:**

Activate Text Ad Message

Text Message

Refreshing Text Message in Minutes

**Open/Close Group:**

### Activate Text Ad Message :

- On: turns on the text ad message
- Off: turns off the text ad message

### Text Message :

This message will be displayed in the chat room at a set interval set under "**Refreshing Text Message in Minutes**". You can include a URL if you wish. HTML commands cannot be used.

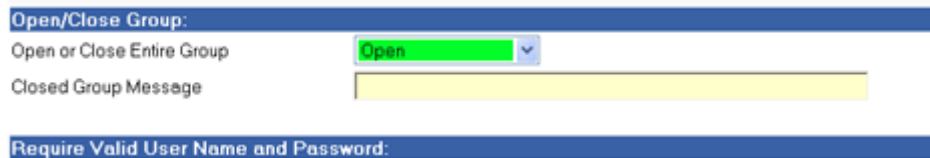
### Refreshing Text Message in Minutes :

Set the refresh time from the pulldown menu.



**HINT:** This message is only sent when the room is active. If the room remains inactive no text is sent to the room.

## Open / Close Group



Open/Close Group:

Open or Close Entire Group: Open

Closed Group Message:

Require Valid User Name and Password:

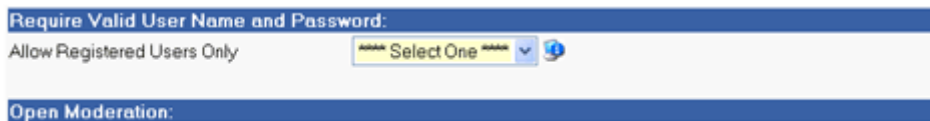
### Open or Close Entire Group:

- Open: this option allows all rooms to remain open
- Close: if you close your Group, all rooms will also be closed and users will not be able to enter any room within the Group.

### Closed Group Message :

The message displayed to a user trying to access a closed Group.

## Require Valid User Name and Password



Require Valid User Name and Password:

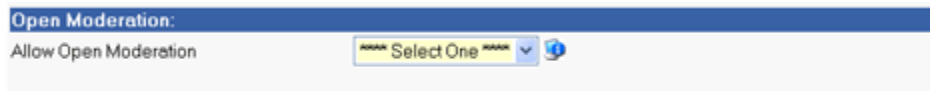
Allow Registered Users Only: Select One

Open Moderation:

### Allow Registered Users Only :

- On: this option will only allowed registered admin users into a Group.
- Off: this option allows all users into your Group.

## Open Moderation



Open Moderation:

Allow Open Moderation: Select One

This is a unique mode where the features of open chat are coupled with the features of moderated chat. When invoked, the chat interface has 2 chat text input fields. The top chat text input field is used for submissions to the main chat window. The bottom chat text input field is used for submissions to a moderator. Open moderation allows users to chat freely in the main chat room, as well as to submit questions to a moderator or speaker who, in turn, submit an answer to the submitted questions. Questions and answers display together in the main chat window as you find with moderated chat mode.

## Edit / Add / Delete Rooms



Select a Room to Edit

#Demo\_Room Edit

Add a New Room

# Add

Delete a Room

#Demo\_Room Delete

**Edit a Room of this Group:**

- » Edit a room

**Add a Room for this Group:**

- » Add a room to this Group

**Delete a Room from this Group:**

- » Delete a room from your Group list

**Edit / Add / Delete Users**

Select a User To Edit

kyle Edit

Add a New User

# Add

Delete a User

kyle Delete

**Edit a User of this Group:**

- » Edit a particular user

**Add a User for this Group:**

- » Add a particular user to this Group

**Delete a User from this Group:**

- » Delete a particular user from your Group list

## Edit Applet Text Ad Panel

<b>Edit Applet Text Ad Panel</b>
<input type="button" value="Edit"/>
<b>Manage Users in Database</b>
<input type="button" value="View/Suspend/Delete"/>


You can enable text ad panels for your room(s)

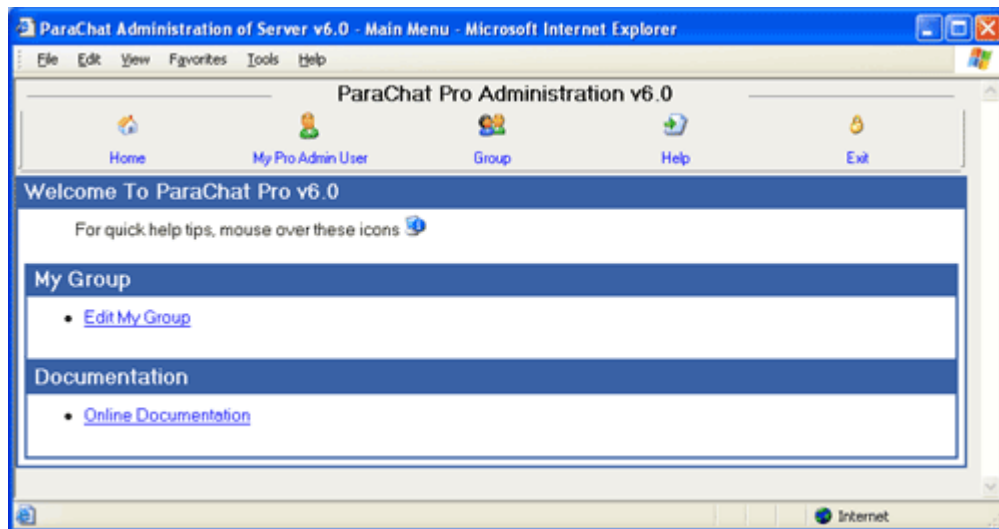
## Group Settings

# Group Administration

**Step 1.** Log in to the Server Administration Pages by entering the registered Group Admin Name and Password and click the 'Sign In' button.



**Step 2.** You will arrive at the chat administration Main Menu (see image below). To modify or create users for your Group, click on the Group icon  in the top navigation bar, or on the "Edit My Group" link within the "My Group" section of the page.



**Step 3.** After you are successful in entering your Group name you will be brought to a page similar to this one. The Group Settings pages is broken up into subgroups . A description of each can be found below:

## General Group Settings

Home > Group Administration > Edit Group Demo

### Group Settings

Edit the Group settings for Demo, and then click "Save Group Settings" towards the bottom of the page

Group Name	Demo
Account Number	
Max Number of Users in Group	100 concurrent users
Topic	Welcome to our ParaChat Professional demonstration room!
Rooms in Group	#Demo_Room, #Demo_Room2
Admin User Name(s)	kyle
	<b>URGENT:</b> Do not delete an admin name from this list above without having already created a new admin name with a password to replace it.
Users in Group	kyle

Security Settings:

### Group Name:

The name of the Group that you have licensed.

### Max Number of Users in Group:

The number of concurrent users you have licensed.

### Topic:

Enter a standard default topic for all rooms within your Group. The topic you enter here will appear each time a user logs into admin created or dynamic (user created) chat rooms. You will have an opportunity to change this later and you can set each individual room with their own topic. You can also make changes to the topic from the room itself using the GUI admin console or text based admin commands. This field is not required.

### Rooms in Group:

This is a list of Rooms belonging to this Group and can only be modified by adding and deleting rooms.

### Admin user(s):

Enter the user name(s) of the Room Admin user(s). You may enter multiple names here **separated only by a comma**. There is no need to place a comma and a space between Admin user names, just a comma. If you leave this field blank, you will not be able to log back into your web-based admin pages.



**HINT:** Room Admin user names **must be password protected**. If you list a user name(s) in this field, it is suggested that you have a User Profile for each user created. If a user profile is not create for a user name, any person who logs into the chat room using that admin name will have admin privileges in the room.

### Users in Group:

These are user names that have manually been added to your group.

## Security Settings



**Security Settings:**

Place banned IP's on one line, separated by a comma (no spaces).

Banned IPs

Allowed URL(s)

Enforce URL Security

Profanity Filter

Allow Room Audio

**Private Messaging:**

### Banned IPs:

You may manually add user IP addresses in this location that you wish to ban from all your chat rooms in this Group. IP addresses should be separated by a comma only, and not a comma and a space. If you wish to remove an IP address that is on the list, simply highlight the IP address and delete it, remembering not to leave 2 commas separating any remaining IP addresses. You do not need to add data to this field during room creation. If you banned an IP address using the GUI admin console you will find the banned IP address under the room settings.



**HINT:** When an IP address appears on this list (i.e. 111.222.333.444), any user who attempts to access your chat room from the IP address will be prevented from doing so. If a Class C IP address is banned (i.e. 111.222.333), any user whose IP address contains the Class C range will be prevented from entering. In extreme cases, you may also ban users from entire ISPs by adding the Class B range (i.e. 111.222) of an IP address, or even the Class A range (i.e. 111) of an IP address to your list of IP addresses. Be aware that when you add the Class B and Class A ranges, you are preventing a greater number of potential users from accessing your ParaChat room.

### Allowed URLs:

Our unique URL enforcement system allows you to limit the way applet code for a particular room can be distributed onto other web pages on the Internet. By indicating the EXACT URL(s) where you wish your room HTML applet code to run, you may limit people from taking the code from your HTML page and running your chat room on their own web page without your permission. List all URLs where you wish to run your applet code in this field. There is no need to place a comma and a space between allowed URLs, just a comma.



**HINT:** It is important to note that users sometimes access domains without the www suffix before your domain name. Therefore, if your chat page is `http://www.webpage.com/chat.html`, you may also wish to include `http://webpage.com/chat.html` - without the www suffix - as an allowed URL. It is best to use the complete URL structure here, so be certain to include the `http://` as well. It is also important to note that if you designate an allowed URL as `http://www.webpage.com`, for example, the server will permit the chat room to run on any web page within that domain, and not just on a specific page within that domain.

### Enforce URLs:

Your chat service will enforce the URLs you provide for each room by either:

- **allow** - allows all user connections regardless of URL
- **warn** - warns users that the chat room is running on a web page that is not allowed
- **deny** - warns users that the chat room is running on a web page that is not allowed and does not allow a connection to the chat room

Users will be able to connect and enter a room with the URL enforcement set to both allow and warn. However, a user will not be able to enter a room if the URL enforcement is set to deny and the room is not placed on the correct URL.

Here is a list of error messages that a user will see if the URL of the room does not match the Allowed URL settings:

- **allow**  
no error message will be displayed
- **warn**  
" **\*\*ALERT\*\***  
This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/>"

After the user receives this message they will stay in the room and will be able to chat.

- **deny**  
"This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/chat.html> Disconnected: connection closed."

After the user receives this message they will be kicked out of the room.

Room and Group admins will always be able to enter a room no matter what the URL enforcement is set to or what page the chat room resides on.

### Profanity Filter:

- **On:** text in rooms within this Group will be filtered for profanity using the words in the profanity filter list
- **Off:** text in rooms within this Group will **not** be filtered for profanity



**HINT:** The chat server's profanity filter is pre-populated with a select listing of words. If you find a word that needs to be added to the list contact Support.

### Allow Room Audio:

- **On:** users will be able to submit sounds into the room.
- **Off:** users will **not** be able to submit sounds into the room.

## Private Messaging

Private Messaging:	
Allow Private Messaging	Select One
Allow Remote Private Messaging	Select One

In-room Text Ad Message:
--------------------------

#### Allow Private Messaging :

- On: this is the default setting and users are allowed to send private messages.
- Off: this will prohibit users from sending private messages to one another.

#### Allow Remote Private Messaging :

- On: this is the default setting and users are allowed to send private messages from room to room.
- Off: this will prohibit users from sending private messages to one another from room to room.

### In-room Text Message

In-room Text Ad Message:	
Activate Text Ad Message	Select One
Text Message	
Refreshing Text Message in Minutes	Select One

Open/Close Group:
-------------------

#### Activate Text Ad Message :

- On: turns on the text ad message
- Off: turns off the text ad message

#### Text Message :

This message will be displayed in the chat room at a set interval set under "**Refreshing Text Message in Minutes**". You can include a URL if you wish. HTML commands cannot be used.

#### Refreshing Text Message in Minutes :

Set the refresh time from the pulldown menu.



**HINT:** This message is only sent when the room is active. If the room remains inactive no text is sent to the room.

### Open / Close Group

Open/Close Group:	
Open or Close Entire Group	Open
Closed Group Message	

Require Valid User Name and Password:
---------------------------------------

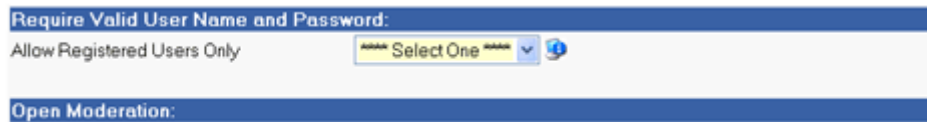
### Open or Close Entire Group:

- › Open: this option allows all rooms to remain open
- › Close: if you close your Group, all rooms will also be closed and users will not be able to enter any room within the Group.

### Closed Group Message :

The message displayed to a user trying to access a closed Group.

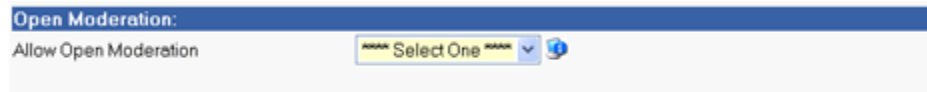
## Require Valid User Name and Password



### Allow Registered Users Only :

- › On: this option will only allowed registered admin users into a Group.
- › Off: this option allows all users into your Group.

## Open Moderation



This is a unique mode where the features of open chat are coupled with the features of moderated chat. When invoked, the chat interface has 2 chat text input fields. The top chat text input field is used for submissions to the main chat window. The bottom chat text input field is used for submissions to a moderator. Open moderation allows users to chat freely in the main chat room, as well as to submit questions to a moderator or speaker who, in turn, submit an answer to the submitted questions. Questions and answers display together in the main chat window as you find with moderated chat mode.

## Edit / Add / Delete Rooms



Select a Room to Edit

#Demo\_Room Edit

Add a New Room

# Add

Delete a Room

#Demo\_Room Delete

**Edit a Room of this Group:**

- » Edit a room

**Add a Room for this Group:**

- » Add a room to this Group

**Delete a Room from this Group:**

- » Delete a room from your Group list

**Edit / Add / Delete Users**

Select a User To Edit

kyle Edit

Add a New User

# Add

Delete a User

kyle Delete

**Edit a User of this Group:**

- » Edit a particular user

**Add a User for this Group:**

- » Add a particular user to this Group

**Delete a User from this Group:**

- » Delete a particular user from your Group list

## Edit Applet Text Ad Panel




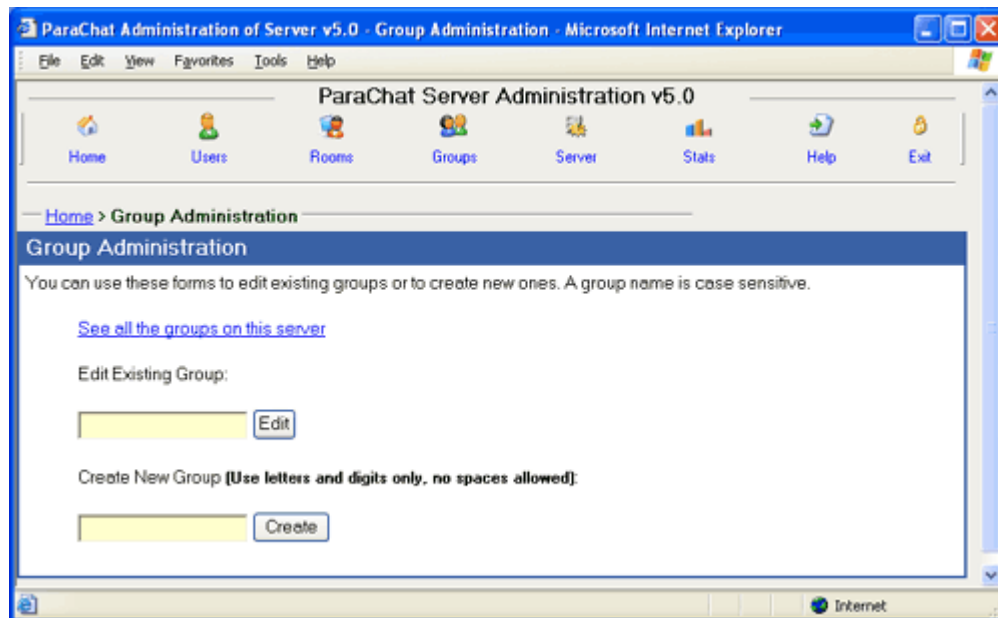
You can enable text ad panels for your room(s)

## Edit / Add / Create Group

Please use the following directions to add a new room to your Group.

**Step 1.** Log into your web-based admin pages.

**Step 2.** Click on the Groups icon  in the top navigation bar to enter your registered Group name list.



**Step 3.** To create a new group, enter the group name in the "Create New Group" field and select "Create".

or

**Step 4.** To edit an existing group, enter the group name in the "Edit Existing Group" field and select "Edit".

or

**Step 5.** You can also click on the "See all the groups on this server" link to view and select a created group.


**Step 6.** Administer your group settings.

## Room Administration

# Room Administration

Your hosted solution may offer you the opportunity to create a new chat room for your licensed Group. Please use the following directions to add a new room to your Group.

**Step 1.** Log into your web-based admin pages.

**Step 2.** Click on the Groups icon  in the top navigation bar to enter your registered Group name.

**Step 3.** Welcome to your Group settings page. This page will allow you to access all of your rooms from the pull down menu toward the bottom of the page. To edit any of your rooms, select the room from the pull down menu and click on the 'Edit' button.



The screenshot displays a web interface for room administration. It is divided into three main sections, each with a blue header bar:

- Select a Room to Edit:** This section contains a dropdown menu with the text "#Demo\_Room" and a small downward arrow. To the right of the dropdown is a button labeled "Edit".
- Add a New Room:** This section contains a text input field with a yellow background and a small icon of a person. To the right of the input field is a button labeled "Add".
- Delete a Room:** This section contains a dropdown menu with the text "#Demo\_Room" and a small downward arrow. To the right of the dropdown is a button labeled "Delete".

**Step 4.** To edit a room select a room name from the pull down menu and click 'edit'.

## General Room Settings

Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room

### Room Settings

Edit the Room settings for #Demo\_Room, then click "Save Room Settings" towards the bottom of the page

Room Name	#Demo_Room
Group Name	Demo
Internal Title	room #Demo_Room
Topic	Welcome to our demonstration room!
Admin User Name(s)	kyle

Security Settings:

**Room Name:**

The name of the Room belonging to the Group you have licensed.

**Group Name:**

The name of the Group that you have licensed.

**Internal Title:**

This is for internal use only and is not displayed in the room.

**Topic:**

Enter a standard default topic for this room. The topic you enter here will appear each time a user logs into created chat rooms or dynamic (user created) chat rooms, and will override any group setting. You will have an opportunity to change this later and you can set each individual room with their own topic. You can also make changes to the topic from the chat room itself using the GUI Admin Console or admin commands. This field is not required.

**Admin user(s):**

Enter the user name(s) of the Room Admin user(s). You may enter multiple names here separated only by a comma. There is no need to place a comma and a space between Admin user names, just a comma. If you leave this field blank, only the Server Admin User will have admin powers in this room.



**HINT:** Room Admin user names should be password protected. If you list a user name(s) in this field, it is suggested that you have a User Profile for each user created. If a user profile is not create for a user name, any person who logs into the chat room using that admin name will have admin privileges in the room.

## Security Settings

### Security Settings:

Place banned IP's on one line, separated by a comma (no spaces).

Banned IPs	45.25.125.23, 204.25.11.65
Allowed URLs	http://www.parchat.com, http://parchat.com
Home URL	http://www.parchat.com
Enforce URLs	Deny - high security
Profanity Filter	On

Private Messaging:



### Banned IPs:

You may manually add user IP addresses in this location that you wish to ban from all your chat rooms in this Group. IP addresses should be separated by a comma only, and not a comma and a space. If you wish to remove an IP address that is on the list, simply highlight the IP address and delete it, remembering not to leave 2 commas separating any remaining IP addresses. You do not need to add data to this field during room creation. If you banned an IP address using the GUI admin console you will find the banned IP address under the room settings.



**HINT:** When an IP address appears on this list (i.e. 111.222.333.444), any user who attempts to access your chat room from the IP address will be prevented from doing so. If a Class C IP address is banned (i.e. 111.222.333), any user whose IP address contains the Class C range will be prevented from entering. In extreme cases, you may also ban users from entire ISPs by adding the Class B range (i.e. 111.222) of an IP address, or even the Class A range (i.e. 111) of an IP address to your list of IP addresses. Be aware that when you add the Class B and Class A ranges, you are preventing a greater number of potential users from accessing your chat room.

### Allowed URLs:

Our unique URL enforcement system allows you to limit the way applet code for a particular room can be distributed onto other web pages on the Internet. By indicating the EXACT URL(s) where you wish your room HTML applet code to run, you may limit people from taking the code from your HTML page and running your chat room on their own web page without your permission. List all URLs where you wish to run your applet code in this field. There is no need to place a comma and a space between allowed URLs, just a comma.



**HINT:** It is important to note that users sometimes access domains without the www suffix before your domain name. Therefore, if your chat page is <http://www.webpage.com/chat.html>, you may also wish to include <http://webpage.com/chat.html> - without the www suffix - as an allowed URL. It is best to use the complete URL structure here, so be certain to include the <http://> as well. It is also important to note that if you designate an allowed URL as <http://www.webpage.com>, for example, the server will permit the chat room to run on any web page within that domain, and not just on a specific page within that domain.

### Enforce URLs:

Your chat service will enforce the URLs you provide for each room by either:

- **allow** - allows all user connections regardless of URL
- **warn** - warns users that the chat room is running on a web page that is not allowed
- **deny** - warns users that the chat room is running on a web page that is not allowed and does not allow a connection to the chat room

Users will be able to connect and enter a room with the URL enforcement set to both allow and warn. However, a user will not be able to enter a room if the URL enforcement is set to deny and the room is not placed on the correct URL.

Here is a list of error messages that a user will see if the URL of the room does not match the Allowed URL settings:

- **allow**

no error message will be displayed

➤ **warn**

"\*\*ALERT\*\*"

This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/>"

After the user receives this message they will stay in the room and will be able to chat.

➤ **deny**

"This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/chat.html> Disconnected: connection closed."

After the user receives this message they will be kicked out of the room.

Room and Group admins will always be able to enter a room no matter what the URL enforcement is set to or what page the chat room resides on.

### Profanity Filter:

- **On:** text in rooms within this Group will be filtered for profanity using the words in the profanity filter list
- **Off:** text in rooms within this Group will **not** be filtered for profanity



**HINT:** The chat server's profanity filter is pre-populated with a select listing of words. If you find a word that needs to be added to the list contact Support.

### Allow Room Audio:

- **On:** users will be able to submit sounds into the room.
- **Off:** users will **not** be able to submit sounds into the room.

## Private Messaging

Private Messaging:	
Allow Private Messaging	<input type="button" value="On"/>
Allow Remote Private Messaging	<input type="button" value="On"/>
Moderation Settings:	

### Allow Private Messaging :

- **On:** this is the default setting and users are allowed to send private messages.
- **Off:** this will prohibit users from sending private messages to one another.

### Allow Remote Private Messaging :

- **On:** this is the default setting and users are allowed to send private messages from room to room.

- Off: this will prohibit users from sending private messages to one another from room to room.

## Moderation Settings

Moderation Settings:	
Moderators	<input type="text" value="kyle"/>
Speakers	<input type="text" value="speaker1"/>
Moderation State	Off
Show User Names During Event	On
New Questions Before Notification	10 questions

Transcript Settings:	
----------------------	--

### Moderators:

A list of moderators set for a moderated event

### Speakers:

A list of speakers set for a moderated event

### Moderation State:

Whether moderation is currently turned on or off for the room.

### Show User Names During Event:

- On: show all users in the user list during an event.
- Off: hide users during an event and only display moderators, speakers and admin users.

### New Questions Before Notification:

A set number of questions before a notification is sent to the moderation console

## Transcript Settings

Transcript Settings:	
Timestamp All Messages	Off
Log Private Chat	Off
Rotate Transcripts	On
Automatically Log Transcripts	Off

In-room Text Message:	
-----------------------	--

### Timestamp All Messages:

- On: enable timestamp for all messages in the transcripts.
- Off: no timestamp will be recorded in the transcripts.

### Log Private Chat:

- On: log all private (IM) chat messages.
- Off: do not log private (IM) messages.

### Rotate Transcripts:

- On: rotates transcripts when they have reached their size limit.
- Off: does not rotate transcripts and will stop after it reaches the size limit.

### Automatically Log Transcripts:

- On: logs transcripts automatically, make sure to enable "Rotate Transcripts" or transcripts will stop when they have reached 4mb in size.
- Off: does not log transcripts automatically.

## In-Room Text Message



### Activate Text Ad Message :

- On: turns on the text ad message
- Off: turns off the text ad message

### Text Message :

This message will be displayed in the chat room at a set interval set under "Refreshing Text Message in Minutes". You can include a URL if you wish. HTML commands cannot be used.

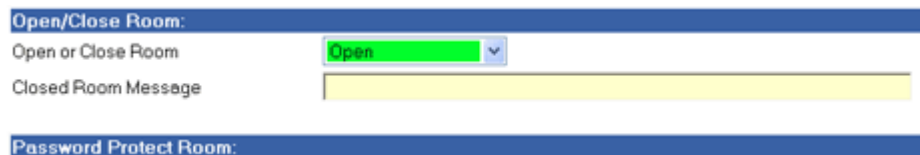
### Refreshing Text Message in Minutes :

Set the refresh time from the pull down menu.



**HINT:** This message is only sent when the room is active. If the room remains inactive no text is sent to the room.

## Open / Close Room



### Open or Close Room:

- Open: this option allows the room to remain open
- Close: this option will close your room.

### Closed Room Message :

The message displayed to a user trying to access a closed room.

## Password Protect Room

### Use Room Password:

- On: a password will be required to enter the room.
- Off: no password is required to enter the room.

### Room Password:

Password to be used to enter room.

### Password Failed Message:

Message received if a user tries to log into the room and does not have a valid password.

## Require Valid User Name and Password

### Allow Registered Users Only :


- On: this option will only allowed registered admin users into a room.
- Off: this option allows all users into your room.

## Room Settings

# Room Administration

Your hosted solution may offer you the opportunity to create a new chat room for your licensed Group. Please use the following directions to add a new room to your Group.

**Step 1.** Log into your web-based admin pages.

**Step 2.** Click on the Groups icon  in the top navigation bar to enter your registered Group name.

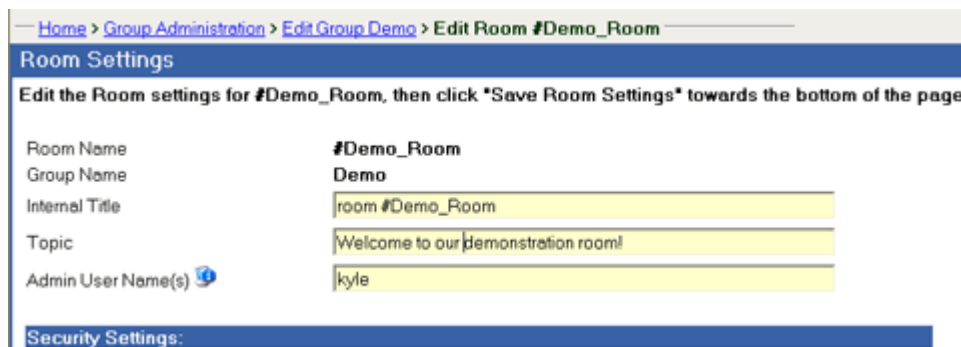
**Step 3.** Welcome to your Group settings page. This page will allow you to access all of your rooms from the pull down menu toward the bottom of the page. To edit any of your rooms, select the room from the pull down menu and click on the 'Edit' button.




The screenshot shows a web interface with three sections. The first section, 'Select a Room to Edit', has a dropdown menu with '#Demo\_Room' selected and an 'Edit' button. The second section, 'Add a New Room', has a text input field with '#' and an 'Add' button. The third section, 'Delete a Room', has a dropdown menu with '#Demo\_Room' selected and a 'Delete' button.

**Step 4.** To edit a room select a room name from the pull down menu and click 'edit'.

## General Room Settings



The screenshot shows the 'Edit Room #Demo\_Room' settings page. The breadcrumb trail is 'Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room'. The page title is 'Room Settings'. Below the title is a instruction: 'Edit the Room settings for #Demo\_Room, then click "Save Room Settings" towards the bottom of the page'. The settings are as follows:

Room Name	#Demo_Room
Group Name	Demo
Internal Title	room #Demo_Room
Topic	Welcome to our demonstration room!
Admin User Name(s) 	kyle

At the bottom, there is a section for 'Security Settings:'.

### Room Name:

The name of the Room belonging to the Group you have licensed.

### Group Name:

The name of the Group that you have licensed.

### Internal Title:

This is for internal use only and is not displayed in the room.

### Topic:

Enter a standard default topic for this room. The topic you enter here will appear each time a user logs into created chat rooms or dynamic (user created) chat rooms, and will override any group setting. You will have an opportunity to change this later and you can set each individual room with their own topic. You can also make changes to the topic from the chat room itself using the GUI Admin Console or admin commands. This field is not required.

### Admin user(s):

Enter the user name(s) of the Room Admin user(s). You may enter multiple names here separated only by a comma. There is no need to place a comma and a space between Admin

user names, just a comma. If you leave this field blank, only the Server Admin User will have admin powers in this room.



**HINT:** Room Admin user names should be password protected. If you list a user name(s) in this field, it is suggested that you have a User Profile for each user created. If a user profile is not created for a user name, any person who logs into the chat room using that admin name will have admin privileges in the room.

## Security Settings

**Security Settings:**

Place banned IP's on one line, separated by a comma (no spaces):

Banned IPs: 45.25.125.23, 204.25.11.65

Allowed URLs: http://www.parachat.com, http://parachat.com

Home URL: http://www.parachat.com

Enforce URLs: Deny-high security

Profanity Filter: On

**Private Messaging:**

### Banned IPs:

You may manually add user IP addresses in this location that you wish to ban from all your chat rooms in this Group. IP addresses should be separated by a comma only, and not a comma and a space. If you wish to remove an IP address that is on the list, simply highlight the IP address and delete it, remembering not to leave 2 commas separating any remaining IP addresses. You do not need to add data to this field during room creation. If you banned an IP address using the GUI admin console you will find the banned IP address under the room settings.



**HINT:** When an IP address appears on this list (i.e. 111.222.333.444), any user who attempts to access your chat room from the IP address will be prevented from doing so. If a Class C IP address is banned (i.e. 111.222.333), any user whose IP address contains the Class C range will be prevented from entering. In extreme cases, you may also ban users from entire ISPs by adding the Class B range (i.e. 111.222) of an IP address, or even the Class A range (i.e. 111) of an IP address to your list of IP addresses. Be aware that when you add the Class B and Class A ranges, you are preventing a greater number of potential users from accessing your chat room.

### Allowed URLs:

Our unique URL enforcement system allows you to limit the way applet code for a particular room can be distributed onto other web pages on the Internet. By indicating the EXACT URL(s) where you wish your room HTML applet code to run, you may limit people from taking the code from your HTML page and running your chat room on their own web page without your permission. List all URLs where you wish to run your applet code in this field. There is no need to place a comma and a space between allowed URLs, just a comma.



**HINT:** It is important to note that users sometimes access domains without the www suffix before your domain name. Therefore, if your chat page is

<http://www.webpage.com/chat.html>, you may also wish to include <http://webpage.com/chat.html> - without the www suffix - as an allowed URL. It is best to use the complete URL structure here, so be certain to include the <http://> as well. It is also important to note that if you designate an allowed URL as <http://www.webpage.com>, for example, the server will permit the chat room to run on any web page within that domain, and not just on a specific page within that domain.

### Enforce URLs:

Your chat service will enforce the URLs you provide for each room by either:

- **allow** - allows all user connections regardless of URL
- **warn** - warns users that the chat room is running on a web page that is not allowed
- **deny** - warns users that the chat room is running on a web page that is not allowed and does not allow a connection to the chat room

Users will be able to connect and enter a room with the URL enforcement set to both allow and warn. However, a user will not be able to enter a room if the URL enforcement is set to deny and the room is not placed on the correct URL.

Here is a list of error messages that a user will see if the URL of the room does not match the Allowed URL settings:

- **allow**  
no error message will be displayed
- **warn**  
" **\*\*ALERT\*\***  
This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/>"

After the user receives this message they will stay in the room and will be able to chat.

- **deny**  
"This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/chat.html> Disconnected: connection closed."

After the user receives this message they will be kicked out of the room.

Room and Group admins will always be able to enter a room no matter what the URL enforcement is set to or what page the chat room resides on.

### Profanity Filter:

- **On:** text in rooms within this Group will be filtered for profanity using the words in the profanity filter list
- **Off:** text in rooms within this Group will **not** be filtered for profanity



**HINT:** The chat server's profanity filter is pre-populated with a select listing of words. If you find a word that needs to be added to the list contact Support.



**Allow Room Audio:**

- **On:** users will be able to submit sounds into the room.
- **Off:** users will **not** be able to submit sounds into the room.

**Private Messaging**

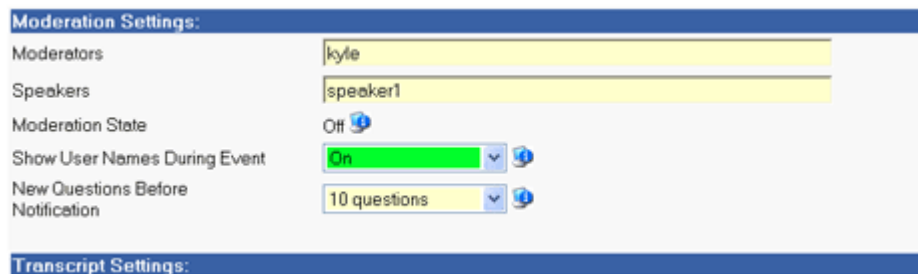

The screenshot shows a settings panel with a blue header 'Private Messaging:'. Below it, there are two settings: 'Allow Private Messaging' and 'Allow Remote Private Messaging'. Both are set to 'On' with a green dropdown menu. To the right of the second setting is a small blue icon of a person with a speech bubble.

**Allow Private Messaging :**

- On: this is the default setting and users are allowed to send private messages.
- Off: this will prohibit users from sending private messages to one another.

**Allow Remote Private Messaging :**

- On: this is the default setting and users are allowed to send private messages from room to room.
- Off: this will prohibit users from sending private messages to one another from room to room.

**Moderation Settings**


The screenshot shows a settings panel with a blue header 'Moderation Settings:'. Below it, there are five settings: 'Moderators' (text input with 'kyle'), 'Speakers' (text input with 'speaker1'), 'Moderation State' (set to 'Off' with a blue icon of a person with a speech bubble), 'Show User Names During Event' (set to 'On' with a green dropdown menu and a blue icon of a person with a speech bubble), and 'New Questions Before Notification' (set to '10 questions' with a yellow dropdown menu and a blue icon of a person with a speech bubble). Below this is a blue header 'Transcript Settings:'.

**Moderators:**

A list of moderators set for a moderated event

**Speakers:**

A list of speakers set for a moderated event

**Moderation State:**

Whether moderation is currently turned on or off for the room.

**Show User Names During Event:**

- On: show all users in the user list during an event.
- Off: hide users during an event and only display moderators, speakers and admin users.

### New Questions Before Notification:

A set number of questions before a notification is sent to the moderation console

## Transcript Settings

A screenshot of the 'Transcript Settings' section in the ParaChat Server interface. It features a blue header bar with the title 'Transcript Settings:'. Below this, there are four settings, each with a label and a dropdown menu: 'Timestamp All Messages' (set to 'Off'), 'Log Private Chat' (set to 'Off'), 'Rotate Transcripts' (set to 'On'), and 'Automatically Log Transcripts' (set to 'Off'). The 'Rotate Transcripts' dropdown is highlighted with a green background. To the right of the 'Rotate Transcripts' dropdown is a small blue icon of a person. Below the settings is another blue header bar with the title 'In-room Text Message:'.

Transcript Settings:	
Timestamp All Messages	Off
Log Private Chat	Off
Rotate Transcripts	On
Automatically Log Transcripts	Off

In-room Text Message:

### Timestamp All Messages:

- On: enable timestamp for all messages in the transcripts.
- Off: no timestamp will be recorded in the transcripts.

### Log Private Chat:

- On: log all private (IM) chat messages.
- Off: do not log private (IM) messages.

### Rotate Transcripts:

- On: rotates transcripts when they have reached their size limit.
- Off: does not rotate transcripts and will stop after it reaches the size limit.

### Automatically Log Transcripts:

- On: logs transcripts automatically, make sure to enable "Rotate Transcripts" or transcripts will stop when they have reached 4mb in size.
- Off: does not log transcripts automatically.

## In-Room Text Message

A screenshot of the 'In-Room Text Message' settings section in the ParaChat Server interface. It features a blue header bar with the title 'In-room Text Message:'. Below this, there are three settings: 'Make text message active' (set to 'On'), 'Text Message' (a large yellow text input field), and 'Refreshing Text Message in' (a dropdown menu with 'Select One' selected). Below these settings is another blue header bar with the title 'Open/Close Room:'.

In-room Text Message:	
Make text message active	On
Text Message	
Refreshing Text Message in	Select One

Open/Close Room:

### Activate Text Ad Message :

- On: turns on the text ad message
- Off: turns off the text ad message

### Text Message :

This message will be displayed in the chat room at a set interval set under "Refreshing Text Message in Minutes". You can include a URL if you wish. HTML commands cannot be used.

### Refreshing Text Message in Minutes :

Set the refresh time from the pull down menu.



**HINT:** This message is only sent when the room is active. If the room remains inactive no text is sent to the room.

## Open / Close Room

Open/Close Room:	
Open or Close Room	Open
Closed Room Message	
Password Protect Room:	

### Open or Close Room:

- Open: this option allows the room to remain open
- Close: this option will close your room.

### Closed Room Message :

The message displayed to a user trying to access a closed room.

## Password Protect Room

Password Protect Room:	
Use a Room Password	Off
Room Password	
Password Failed Message	
Require Valid User Name and Password:	

### Use Room Password:

- On: a password will be required to enter the room.
- Off: no password is required to enter the room.

### Room Password:

Password to be used to enter room.

### Password Failed Message:

Message received if a user tries to log into the room and does not have a valid password.

## Require Valid User Name and Password

Require Valid User Name and Password:

Allow Registered Users Only Off

Non Registered User Failure Message

Save Room Settings


**Allow Registered Users Only :**

- On: this option will only allowed registered admin users into a room.
- Off: this option allows all users into your room.

## Room Administration

Your hosted solution may offer you the opportunity to create a new chat room for your licensed Group. Please use the following directions to add a new room to your Group.

**Step 1.** Log into your web-based admin pages.

**Step 2.** Click on the Groups icon  in the top navigation bar to enter your registered Group name.

**Step 3.** Welcome to your Group settings page. This page will allow you to access all of your rooms from the pull down menu toward the bottom of the page. To edit any of your rooms, select the room from the pull down menu and click on the 'Edit' button.

Select a Room to Edit

#Demo\_Room Edit

Add a New Room

# Add

Delete a Room

#Demo\_Room Delete


**Step 4.** To edit a room select a room name from the pull down menu and click 'edit'.

## General Room Settings

— [Home](#) > [Group Administration](#) > [Edit Group Demo](#) > [Edit Room #Demo\\_Room](#)

### Room Settings

Edit the Room settings for #Demo\_Room, then click "Save Room Settings" towards the bottom of the page

Room Name	#Demo_Room
Group Name	Demo
Internal Title	room #Demo_Room
Topic	Welcome to our demonstration room!
Admin User Name(s) 	kyle

**Security Settings:**

**Room Name:**

The name of the Room belonging to the Group you have licensed.

**Group Name:**

The name of the Group that you have licensed.

**Internal Title:**

This is for internal use only and is not displayed in the room.

**Topic:**

Enter a standard default topic for this room. The topic you enter here will appear each time a user logs into created chat rooms or dynamic (user created) chat rooms, and will override any group setting. You will have an opportunity to change this later and you can set each individual room with their own topic. You can also make changes to the topic from the chat room itself using the GUI Admin Console or admin commands. This field is not required.

**Admin user(s):**

Enter the user name(s) of the Room Admin user(s). You may enter multiple names here separated only by a comma. There is no need to place a comma and a space between Admin user names, just a comma. If you leave this field blank, only the Server Admin User will have admin powers in this room.




**HINT:** Room Admin user names should be password protected. If you list a user name(s) in this field, it is suggested that you have a User Profile for each user created. If a user profile is not create for a user name, any person who logs into the chat room using that admin name will have admin privileges in the room.

## Security Settings

**Security Settings:**

Place banned IP's on one line, separated by a comma (no spaces).

Banned IPs	45.25.125.23, 204.25.11.65
Allowed URLs 	http://www.perechat.com, http://perechat.com
Home URL	http://www.perechat.com
Enforce URLs	Deny - high security
Profanity Filter	Off

**Private Messaging:**

### Banned IPs:

You may manually add user IP addresses in this location that you wish to ban from all your chat rooms in this Group. IP addresses should be separated by a comma only, and not a comma and a space. If you wish to remove an IP address that is on the list, simply highlight the IP address and delete it, remembering not to leave 2 commas separating any remaining IP addresses. You do not need to add data to this field during room creation. If you banned an IP address using the GUI admin console you will find the banned IP address under the room settings.



**HINT:** When an IP address appears on this list (i.e. 111.222.333.444), any user who attempts to access your chat room from the IP address will be prevented from doing so. If a Class C IP address is banned (i.e. 111.222.333), any user whose IP address contains the Class C range will be prevented from entering. In extreme cases, you may also ban users from entire ISPs by adding the Class B range (i.e. 111.222) of an IP address, or even the Class A range (i.e. 111) of an IP address to your list of IP addresses. Be aware that when you add the Class B and Class A ranges, you are preventing a greater number of potential users from accessing your chat room.

### Allowed URLs:

Our unique URL enforcement system allows you to limit the way applet code for a particular room can be distributed onto other web pages on the Internet. By indicating the EXACT URL(s) where you wish your room HTML applet code to run, you may limit people from taking the code from your HTML page and running your chat room on their own web page without your permission. List all URLs where you wish to run your applet code in this field. There is no need to place a comma and a space between allowed URLs, just a comma.



**HINT:** It is important to note that users sometimes access domains without the www suffix before your domain name. Therefore, if your chat page is <http://www.webpage.com/chat.html>, you may also wish to include <http://webpage.com/chat.html> - without the www suffix - as an allowed URL. It is best to use the complete URL structure here, so be certain to include the <http://> as well. It is also important to note that if you designate an allowed URL as <http://www.webpage.com>, for example, the server will permit the chat room to run on any web page within that domain, and not just on a specific page within that domain.

### Enforce URLs:

Your chat service will enforce the URLs you provide for each room by either:

- **allow** - allows all user connections regardless of URL
- **warn** - warns users that the chat room is running on a web page that is not allowed
- **deny** - warns users that the chat room is running on a web page that is not allowed and does not allow a connection to the chat room

Users will be able to connect and enter a room with the URL enforcement set to both allow and warn. However, a user will not be able to enter a room if the URL enforcement is set to deny and the room is not placed on the correct URL.

Here is a list of error messages that a user will see if the URL of the room does not match the Allowed URL settings:

- **allow**

no error message will be displayed

✦ **warn**

"\*\*ALERT\*\*"

This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/>"

After the user receives this message they will stay in the room and will be able to chat.

✦ **deny**

"This room has not been configured to operate on this web page. To access this room, please visit: <http://www.webpage.com/chat.html> Disconnected: connection closed."

After the user receives this message they will be kicked out of the room.

Room and Group admins will always be able to enter a room no matter what the URL enforcement is set to or what page the chat room resides on.

### Profanity Filter:

- ✦ **On:** text in rooms within this Group will be filtered for profanity using the words in the profanity filter list
- ✦ **Off:** text in rooms within this Group will **not** be filtered for profanity



**HINT:** The chat server's profanity filter is pre-populated with a select listing of words. If you find a word that needs to be added to the list contact Support.

### Allow Room Audio:

- ✦ **On:** users will be able to submit sounds into the room.
- ✦ **Off:** users will **not** be able to submit sounds into the room.

## Private Messaging

<b>Private Messaging:</b>	
Allow Private Messaging	<input type="button" value="On"/>
Allow Remote Private Messaging	<input type="button" value="On"/>
<b>Moderation Settings:</b>	

### Allow Private Messaging :

- ✦ **On:** this is the default setting and users are allowed to send private messages.
- ✦ **Off:** this will prohibit users from sending private messages to one another.

### Allow Remote Private Messaging :

- ✦ **On:** this is the default setting and users are allowed to send private messages from room to room.

- Off: this will prohibit users from sending private messages to one another from room to room.

## Moderation Settings

Moderation Settings:	
Moderators	<input type="text" value="kyle"/>
Speakers	<input type="text" value="speaker1"/>
Moderation State	Off
Show User Names During Event	On
New Questions Before Notification	10 questions

Transcript Settings:	
----------------------	--

### Moderators:

A list of moderators set for a moderated event

### Speakers:

A list of speakers set for a moderated event

### Moderation State:

Whether moderation is currently turned on or off for the room.

### Show User Names During Event:

- On: show all users in the user list during an event.
- Off: hide users during an event and only display moderators, speakers and admin users.

### New Questions Before Notification:

A set number of questions before a notification is sent to the moderation console

## Transcript Settings

Transcript Settings:	
Timestamp All Messages	Off
Log Private Chat	Off
Rotate Transcripts	On
Automatically Log Transcripts	Off

In-room Text Message:	
-----------------------	--

### Timestamp All Messages:

- On: enable timestamp for all messages in the transcripts.
- Off: no timestamp will be recorded in the transcripts.

### Log Private Chat:

- On: log all private (IM) chat messages.
- Off: do not log private (IM) messages.



### Rotate Transcripts:

- On: rotates transcripts when they have reached their size limit.
- Off: does not rotate transcripts and will stop after it reaches the size limit.

### Automatically Log Transcripts:

- On: logs transcripts automatically, make sure to enable "Rotate Transcripts" or transcripts will stop when they have reached 4mb in size.
- Off: does not log transcripts automatically.

## In-Room Text Message

In-room Text Message:	
Make text message active	<input type="button" value="Off"/>
Text Message	<input type="text"/>
Refreshing Text Message in	<input type="button" value="Select One"/>

### Activate Text Ad Message :

- On: turns on the text ad message
- Off: turns off the text ad message

### Text Message :

This message will be displayed in the chat room at a set interval set under "Refreshing Text Message in Minutes". You can include a URL if you wish. HTML commands cannot be used.

### Refreshing Text Message in Minutes :

Set the refresh time from the pull down menu.



**HINT:** This message is only sent when the room is active. If the room remains inactive no text is sent to the room.

## Open / Close Room

Open/Close Room:	
Open or Close Room	<input type="button" value="Open"/>
Closed Room Message	<input type="text"/>

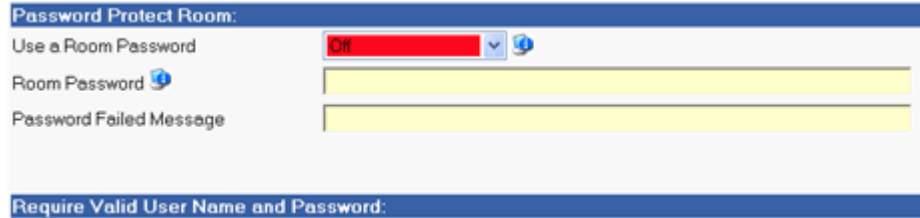
### Open or Close Room:

- Open: this option allows the room to remain open
- Close: this option will close your room.

### Closed Room Message :

The message displayed to a user trying to access a closed room.

## Password Protect Room



### Use Room Password:

- On: a password will be required to enter the room.
- Off: no password is required to enter the room.

### Room Password:

Password to be used to enter room.

### Password Failed Message:

Message received if a user tries to log into the room and does not have a valid password.

## Require Valid User Name and Password



### Allow Registered Users Only :

- On: this option will only allowed registered admin users into a room.
- Off: this option allows all users into your room.

# Add A Room User Counter To Your Webpages

Drive traffic to your chat rooms from throughout your web site! The User Counter is a Java-based counter that informs your web site visitors of how many users are currently chatting there. Through the addition of a few lines of HTML to web pages throughout your site, the number of users in your chat rooms are conveniently displayed on any web page.

Use the customization tool to configure the size, color, and font of your User Counter, then click the "Show Me My User Counter Code" to generate your HTML. Copy the HTML from the window that displays, and paste it into the HTML source code of the web pages on your site where you wish to display this information. We highly recommend using your Customization Tool to customize your counter code.

If you have lost your counter code and need to generate a new copy of your code, click on the "Display HTML" button.

Save Room Settings

Display HTML for ParaChat Features

Display HTML

Room Transcripts

View Transcripts

Chat Room Applet Image Panels

Edit Image Panels

You will be brought to a page that is similar to the one below.

Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room > Display HTML

## Display HTML & Customization Tool

Customization Tool		
<b>Standard User Interface Settings</b>		
Width of Chat Room (minimum 600 recommended)	600	pixels
Height of Chat Room	400	pixels
Registered Group Name	Demo	
Registered Room Name	#Demo_Room	
Enable SpaceSaver™	No	
Language	English	
Room Background Color	Default	CCCC99
Room Foreground Color	Default	000000
<b>Room Roaming Settings</b>		
Enable Room Roaming	<input checked="" type="checkbox"/>	
Prohibit User Created Rooms	<input type="checkbox"/>	
Show Zero Users (applies only to Top Rooms)	<input type="checkbox"/> Show rooms with zero users	
Top Rooms (enter as a comma separated list) Example: #room1,#room2	#Demo_Room,#Demo_Room2	
Sort Instructions (default: number of users in a room)	<input type="checkbox"/> Sort by room name	
<b>Optional User Interface Settings (optional)</b>		
Join Message Option	<input type="checkbox"/> Turns off the join/leave message	
Move User List	<input type="checkbox"/> Move the User List to the right side	
User List - Background Color	Default	FFFFFF
User List - Color of Users	Default	000000
User List - Color of Logged In User	Default	F00000
Main Chat Window - Color of Users	Default	003366
Main Chat Window - System Message Color	Default	F00000
Main Chat Window - URL Link Color	Default	0000FF
<b>Optional Chat Window Configuration (optional)</b>		
Main Chat Window - Background Color	Default	FFFFFF
Main Chat Window - Text Color	Default	000000
Rooms List - Text Color	Default	003366
Rooms List - Rooms Color	Default	D0D0D0
Default Chat Font Size	Default	
Audio Tone When User Enters Room	<input type="checkbox"/> Enable Audio Tone On Enter	
Change Audio Tone When User Enters Room (audio tone when user enters room must be enabled)	Default	
Audio Tone When User Leaves Room	<input type="checkbox"/> Enable Audio Tone On Leave	
Change Audio Tone When User Leaves Room (audio tone when user leaves room must be enabled)	Default	
Float Room When User Enters	<input type="checkbox"/> Enable Float Option	
Chat Text: (optional)	MegaText	
<b>Network Settings (optional)</b>		
Firewall Option (HTTP Tunneling)	<input type="checkbox"/> Enable Firewall Option	
Heartbeat Option	<input type="checkbox"/> Enable Heartbeat Option	
<b>Ad Panel Controls (optional)</b>		
Remove Upper Ad Panel	<input type="checkbox"/> Remove the Upper Ad Panel	
Remove Lower Ad Panel	<input type="checkbox"/> Remove the Lower Ad Panel	

<< CLICK HERE >> Show Me My Customized Code

If you have pop-ups disabled, you will not be able to view the code

Below is the basic room HTML to add room #Demo\_Room to your web page(s)

```
<applet codebase=http://pro5.parachatpro.com/pchat/pro5/classes
archive=pchat.zip code=ParaChat.class HEIGHT=400 WIDTH= 600>
<param name="codebase" value="pchat.cab">
<param name="rooms.Group" value="Demo">
<param name="Channel" value="#Demo_Room">
<param name="rooms.TopRooms" value="#Demo_Room, #Demo_Room2">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html">ParaChat Support</a>
for more information on how to upgrade your browser!
</applet>
```

To gain access to your room user counter, select from the "Display HTML Users In Group" option from the bottom of the room customization page. You will be brought to a page similar to the one below.

Select the customization options you wish and click on the 'Show Me My User Counter Code' Button. Your customized code will be displayed in a pop-up window similar to the one below. For more detailed customization options read through the Customization Options pages.

```

<!-- Begin Counter Code -->
<applet codebase="http://pro5.parachatpro.com/pchat/pro5/classes"
  archive=counter.zip code="ParaCounter.class" width=20 height=18>
  <param name="query.Room" value="#Demo_Room">
  <param name="ui.bg" value="FFFFFF">
  <param name="ui.fg" value="000000">
  <param name="ui.FontSize" value="10">
  <param name="ui.FontName" value="Helvetica">
  Sorry, your browser is not Java enabled, please visit
  <a href="http://www.parachat.com/faq/java.html">our java support pages</a>
</applet>
<!-- End Counter Code -->

```

Close window to create new code.


Close Window

Copy the code from the pop-up window and place it into your web page.

# Creating New Room

Please use the following directions to add a new room to your Group.

**Step 1.** Log into your web-based admin pages.

**Step 2.** Click on the Groups icon  in the top navigation bar to enter your registered Group name.

**Step 3.** Welcome to your Group settings page. This page will allow you to access all of your rooms from the pull down menu toward the bottom of the page. To edit any of your rooms, select the room from the pull down menu and click on the 'Edit' button.



The screenshot shows a web interface with three distinct sections, each with a blue header bar. The first section, 'Select a Room to Edit', contains a dropdown menu with '#Demo\_Room' selected and an 'Edit' button. The second section, 'Add a New Room', contains a text input field with a '#' character and an 'Add' button. The third section, 'Delete a Room', contains a dropdown menu with '#Demo\_Room' selected and a 'Delete' button.

**Step 4.** To create a new room, enter the room name in the 'Add a Room to Group' field and select 'Add'.



**HINT:** Room names must begin with the "#" symbol to be recognized by the server. By default, the "#" symbol is auto-filled in the Add a Room to Group field.


**Step 5.** Administer your room settings and customize your room's look and feel.

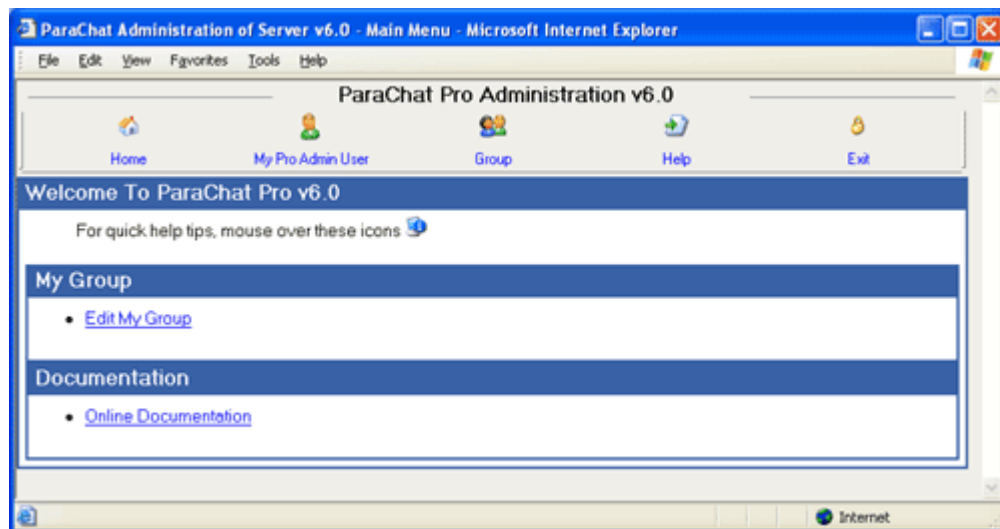
## User Administration

# Standard User Administration

**Step 1.** Log in to the Server Administration Pages by entering the registered Group Admin Name and Password and click the 'Sign In' button.



**Step 2.** You will arrive at the chat administration Main Menu (see image below). To modify or create users for your Group, click on the Group icon  in the top navigation bar, or on the "Edit My Group" link within the "My Group" section of the page.



**Step 3.** Scroll down to the base of the Group Settings page where you find "Select a User to Edit", "Add a New User", and "Delete a User".



Select a User To Edit

kyle Edit

Add a New User

Mary Add

Delete a User

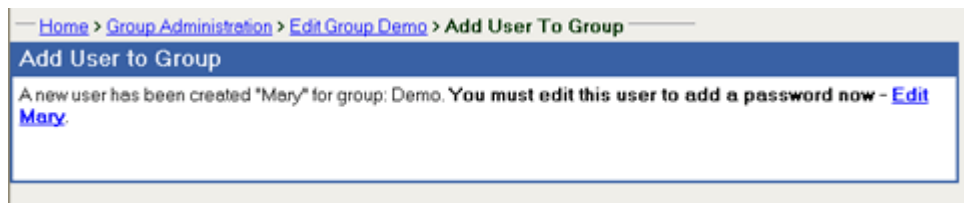
kyle Delete

To create a new user for your Group, enter the user name into the "Add a New User" field, and click the 'Add' button.



**HINT:** User names are case-insensitive, and must use alpha-numeric characters. Dot, dash, and underscore are also permitted characters.

**Step 4.** Once a new user has been created, a confirmation page will display. To set the password for the user name, click the "Edit New User" link.

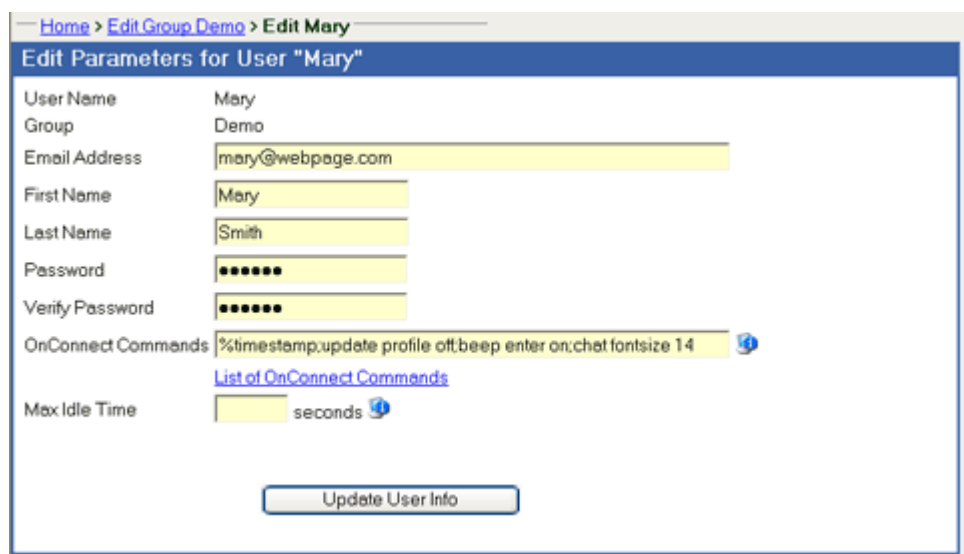


Home > Group Administration > Edit Group Demo > Add User To Group

Add User to Group



A new user has been created "Mary" for group: Demo. You must edit this user to add a password now - [Edit Mary](#).

**Step 5.** To password-protect the user name, enter a password into the "Password" and "Verify Password" fields, and click the 'Update User Info' button.




Home > Edit Group Demo > Edit Mary

Edit Parameters for User "Mary"

User Name	Mary
Group	Demo
Email Address	mary@webpage.com
First Name	Mary
Last Name	Smith
Password	*****
Verify Password	*****
OnConnect Commands	%timestamp;update profile off;beep enter on;chat fontsize 14 
	<a href="#">List of OnConnect Commands</a>
Max Idle Time	seconds 

Update User Info




**Step 6.** Once the user has been created, and a password has been set, return to the Group Settings page by clicking the Group icon  in the top navigation bar.

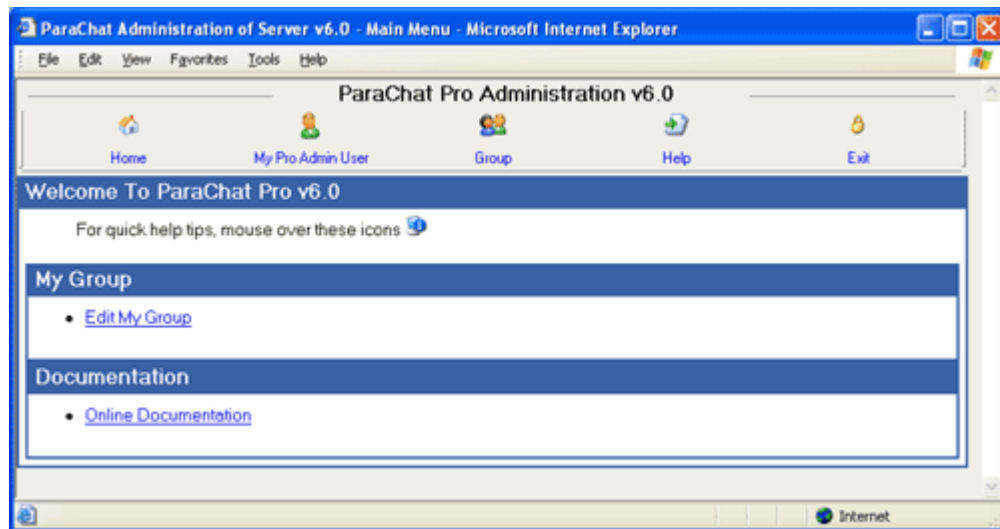
## Standard User Administration

**Step 1.** Log in to the Server Administration Pages by entering the registered Group Admin Name and Password and click the 'Sign In' button.



**Step 2.** You will arrive at the chat administration Main Menu (see image below). To modify or create users for your Group, click on the Group icon  in the top navigation bar, or on the "Edit My Group" link within the "My Group" section of the page.

## ParaChat Server v5.7



**Step 3.** Scroll down to the base of the Group Settings page where you find "Select a User to Edit", "Add a New User", and "Delete a User".

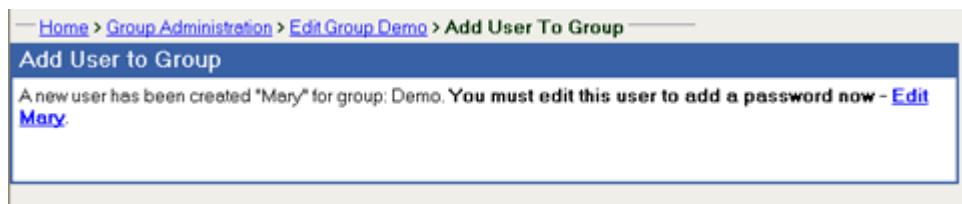


To create a new user for your Group, enter the user name into the "Add a New User" field, and click the 'Add' button.



**HINT:** User names are case-insensitive, and must use alpha-numeric characters. Dot, dash, and underscore are also permitted characters.

**Step 4.** Once a new user has been created, a confirmation page will display. To set the password for the user name, click the "Edit New User" link.



**Step 5.** To password-protect the user name, enter a password into the "Password" and "Verify Password" fields, and click the 'Update User Info' button.

Home > Edit Group Demo > Edit Mary

### Edit Parameters for User "Mary"

User Name	Mary
Group	Demo
Email Address	mary@webpage.com
First Name	Mary
Last Name	Smith
Password	*****
Verify Password	*****
OnConnect Commands	%timestamp;update profile off;beep enter on;chat fontsize 14
	<a href="#">List of OnConnect Commands</a>
Max Idle Time	<input type="text"/> seconds

**Step 6.** Once the user has been created, and a password has been set, return to the Group Settings page by clicking the Group icon in the top navigation bar.

## Server Status

When you click on the Server Status icon you will receive information on your server. Some of the key pieces of information that are contained within your server status page are:

### Port

Your ParaChat Server is configured to use this HTTP port

### Tunneling

HTTP tunneling is enabled for firewall access

### Max Sessions

This is your ParaChat license size and is the number of concurrent users that are enabled on the server

### Current Sessions

The current number of users using your ParaChat Server

### Created Sessions

The number of users that have logged into any chat room since last server restart

### Deleted Sessions

The number of users that have logged out of any chat room since last server restart

### Total Session Minutes

Current number of combined user chat minutes since a server restart

### Chat Messages

## ParaChat Server v5.7

The number of chat messages submitted since a server restart

### Currently Active Rooms

The number of rooms that are currently active and have users in them

ParaChat Administration v5.0 - Server Component Status - Microsoft Internet Explorer

File Edit View Favorites Tools Help

ParaChat Server Administration v5.0

Home Users Rooms Groups Server Stats Help Exit

Home > Server Stats

Context main: 4 Members

context.license	ParaChat Server v5.0 - Server Component Status
context.config	ParaChat Server v5.0 - Server Component Status
context.host	dev.parachatgroup.com

HTTPd member "httpd"

docRoot	ParaChat Server v5.0 - Server Component Status
registry.size	1
host	localhost
port	7877
requests	2
sockets	1
trace	disabled

ParaLynx Server member "plynxd"


rootPath	/plynx/
cache.sites	2
cache.services	9
templateCache.enabled	disabled
fileCache.files.entries	5
fileCache.files.accesses	8
fileCache.files.hits	3
fileCache.files.refreshes	0
trace	disabled

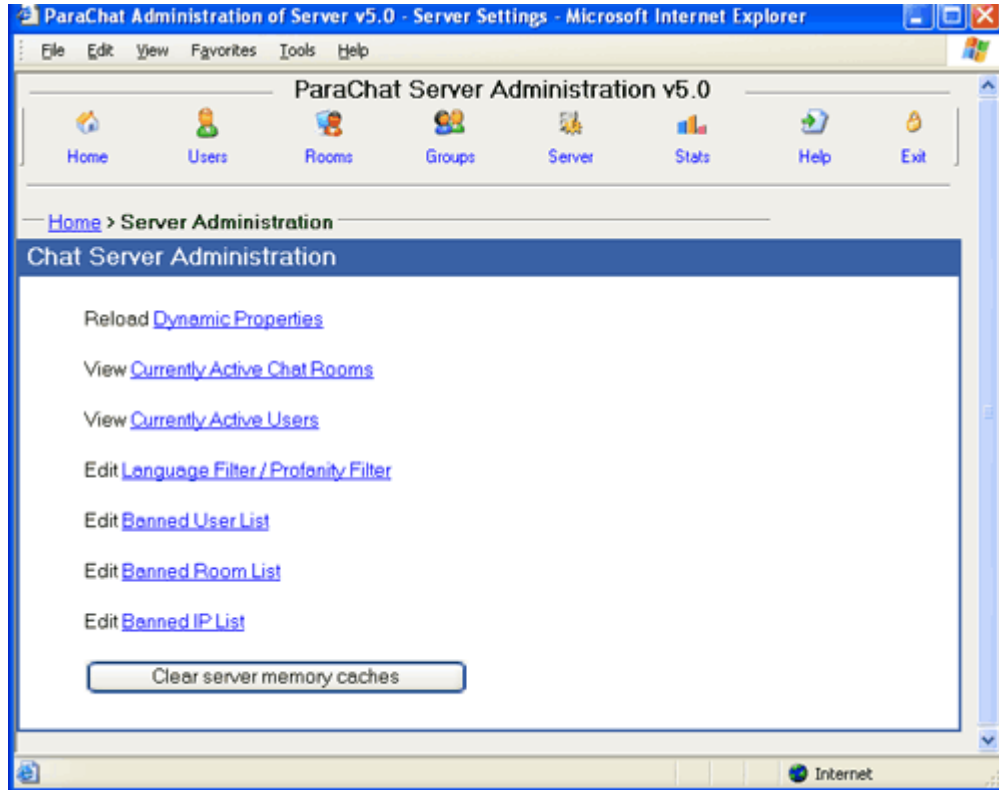
ParaChat 5.0 Member "pchatd"

host	localhost
port	17777
tunneling	enabled
logins	0
anonymous logins	0
cached user profiles	0
name table size	0
ip count	0
ip ban list	
min client version	206
max sessions	1000
current sessions	1
created sessions	17
deleted sessions	16
reaped sessions	0
total session minutes	34
chat messages	160
inbound chat data	5035
outbound chat data	13383
currently active rooms	0

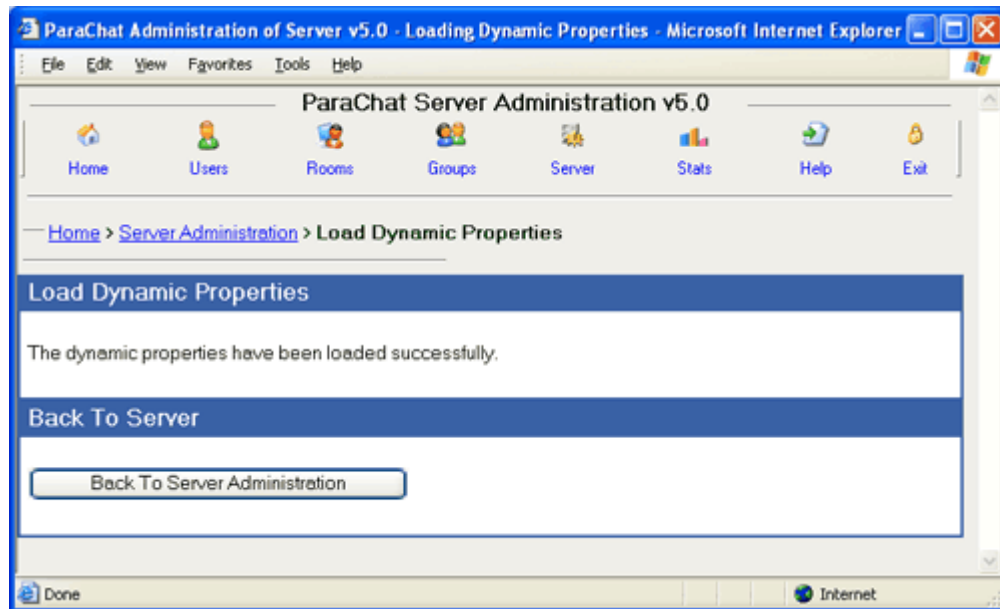
Done Internet

## Dynamic Properties

If you make any changes to the dynamic.conf file, you will need to load these new settings into your currently running ParaChat Server. First log into your server admin pages as discussed earlier. From the main home page press the server icon . After you have logged onto the main server administration page, you will need to depress the 'Load Dynamic Properties' link.

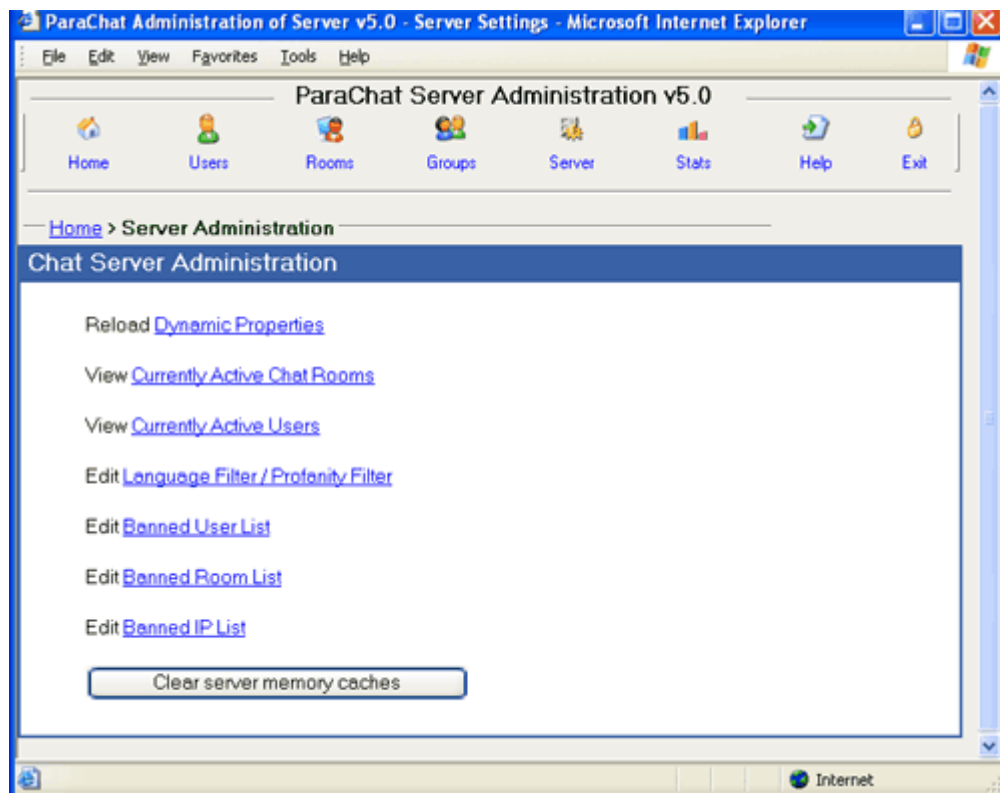


When you are successful you will see the message 'The dynamic properties have been loaded successfully.'



## Currently Active Rooms

After you have logged onto the main server administration page, you will need to depress the 'View Currently Active Chat Rooms' link.



You will then be brought to a page that will show you information on currently active chat rooms. The list of rooms on this page is for only currently active rooms (rooms with users in them). Here is a list of useful information that this page contains:

**Room**

Name of the active room. All room names will start with a "#".

**Edit**

This link allows you to gain access to the room settings page.

**Topic**

The topic that is set for the room.

**# of Users**

This list will show you the current number of users in the room out of the current maximum room size. Example: (25/100) = 25 users in a room with the maximum number of concurrent users set to 100.

**Status**

This listing will show if an room is "open" or "closed".

**Group**

This listing will show to what Group this room belongs.

**Base Room**

This listing will show if a room does not belong to a Group and is a stand alone room.

## ParaChat Server v5.7

ParaChat Administration v5.0

Home > Server Administration > Active Rooms

Active Rooms

Room	Edit	Topic	# of Users	Status	Group	Base Room
#Asia	<a href="#">Edit #Asia</a>	Welcome to the Asia Room (v4.5 Beta)	(15/210)	open	community	
#International	<a href="#">Edit #International</a>	Welcome to the International Room (v4.5 Beta)	(4/20)	open	community	
#Melkeys_Incense_Assylum	<a href="#">Edit #Melkeys_Incense_Assylum</a>		(1/20)	open	community	
#The_Lounge	<a href="#">Edit #The_Lounge</a>	Welcome to The Lounge (v4.5 Beta)	(4/20)	open	community	
#Romance	<a href="#">Edit #Romance</a>	Welcome to the Romance Room (v4.5 Beta)	(11/210)	open	community	
#Hell_Realm_RP	<a href="#">Edit #Hell_Realm_RP</a>		(6/20)	open	community	
#Hable_Espanol	<a href="#">Edit #Hable_Espanol</a>	Bienvenidos! (v4.5 Beta)	(1/20)	open	community	
#Adults_Only	<a href="#">Edit #Adults_Only</a>	Welcome to the Adults Only Room (v4.5 Beta)	(74/210)	open	community	
#Casuals	<a href="#">Edit #Casuals</a>	Welcome to the Casuals Room (v4.5 Beta)	(11/210)	open	community	
#Teen_Zone	<a href="#">Edit #Teen_Zone</a>	Welcome to the Teen Zone (v4.5 Beta)	(54/210)	open	community	
#Regulars	<a href="#">Edit #Regulars</a>	Welcome to the Regulars Room (v4.5 Beta)	(1/20)	open	community	

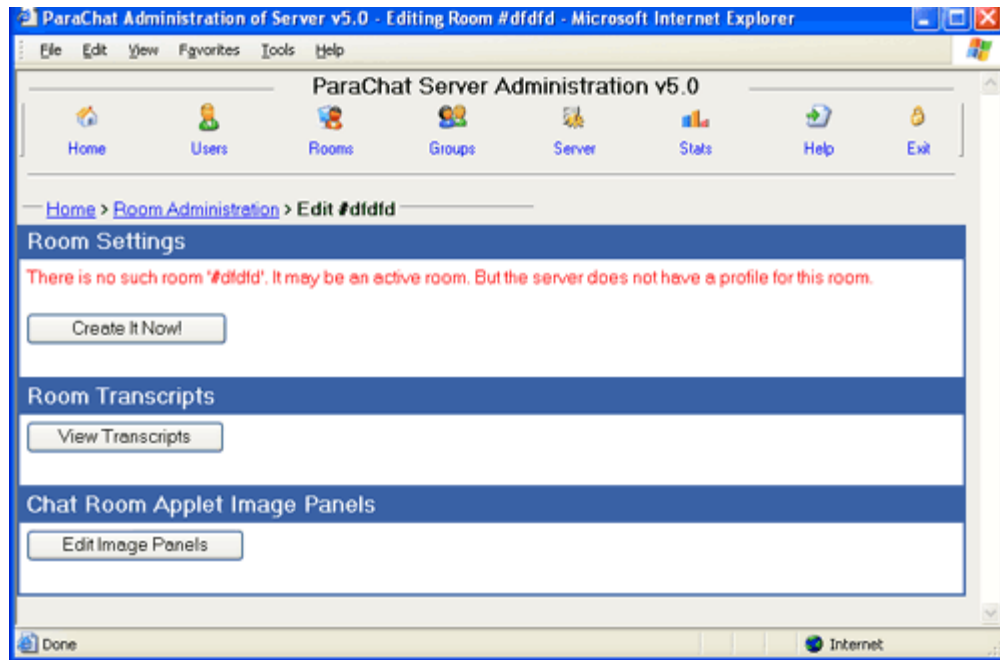
Back To Server

[Back To Server Administration](#)



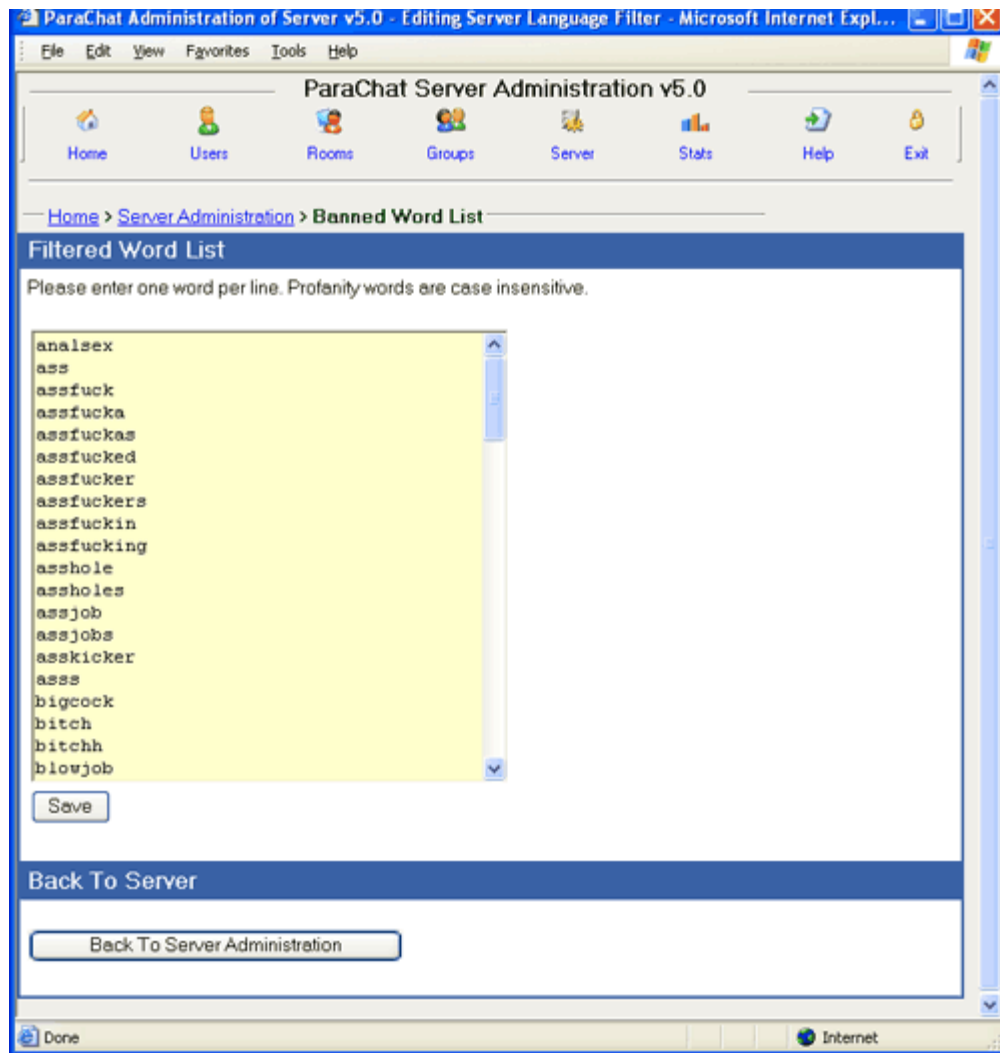
**HINT:** If you try to edit a room that does not contain a room profile (dynamically user created room) you will see an error message like the one below.





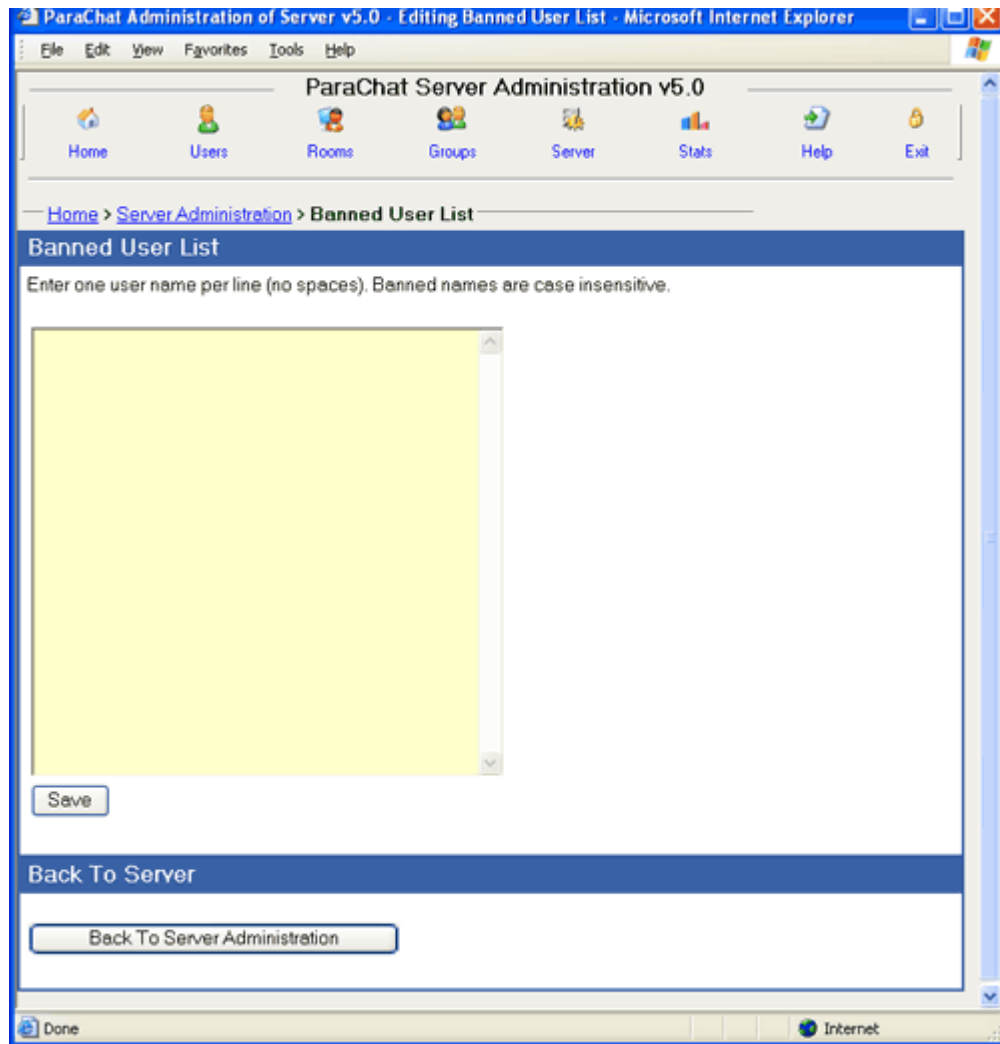
## Language Filter

ParaChat's profanity/word filter allows you to remove words that you feel would be inappropriate for your chatters to use. The user submitting the text will see the word, however all other users in the room will only see %%%% as a text replacement. Add as many words to the list as you wish.



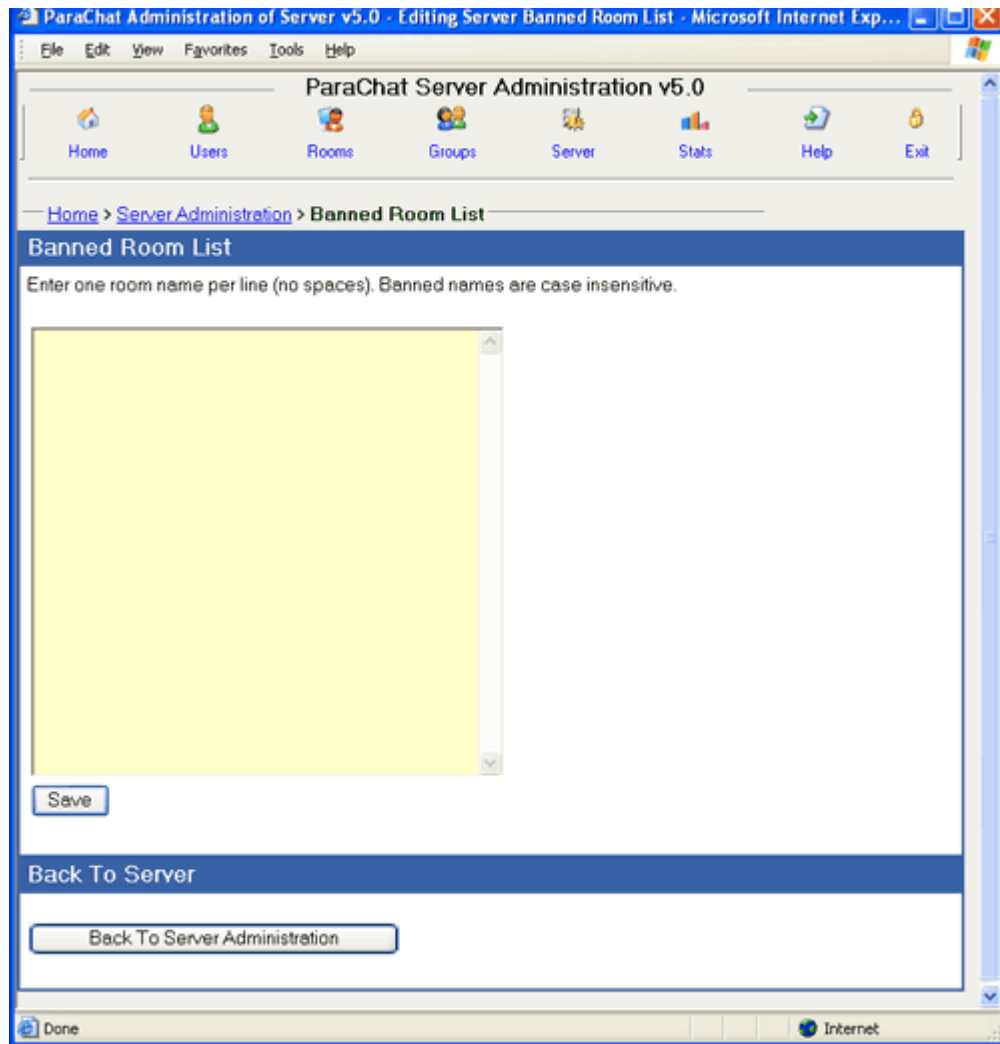
## Banned User List

ParaChat's banned user list allows you to block user names that you feel would be inappropriate for your chatters to use.



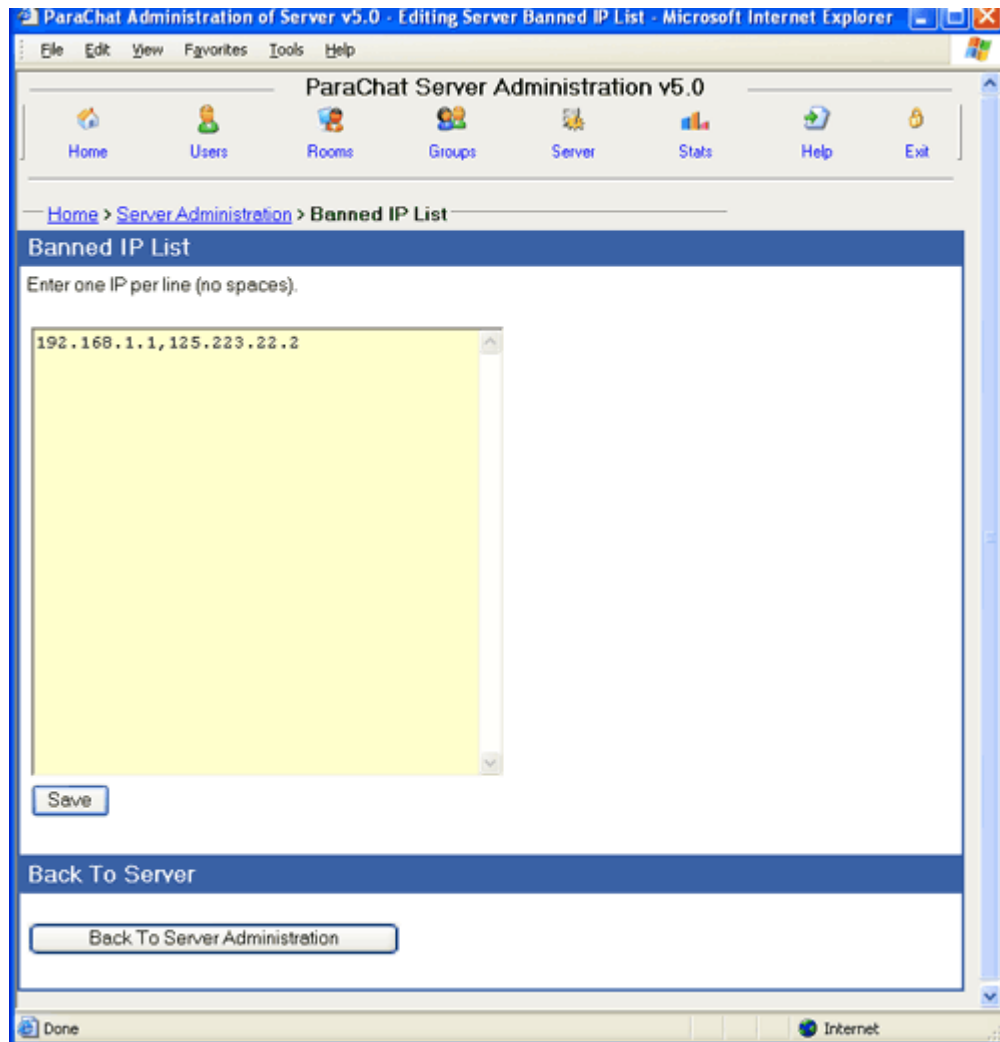
## Banned Rooms List

ParaChat's banned rooms list allows you to block room names that you feel would be inappropriate for your chatters to use.



## Banned IP List

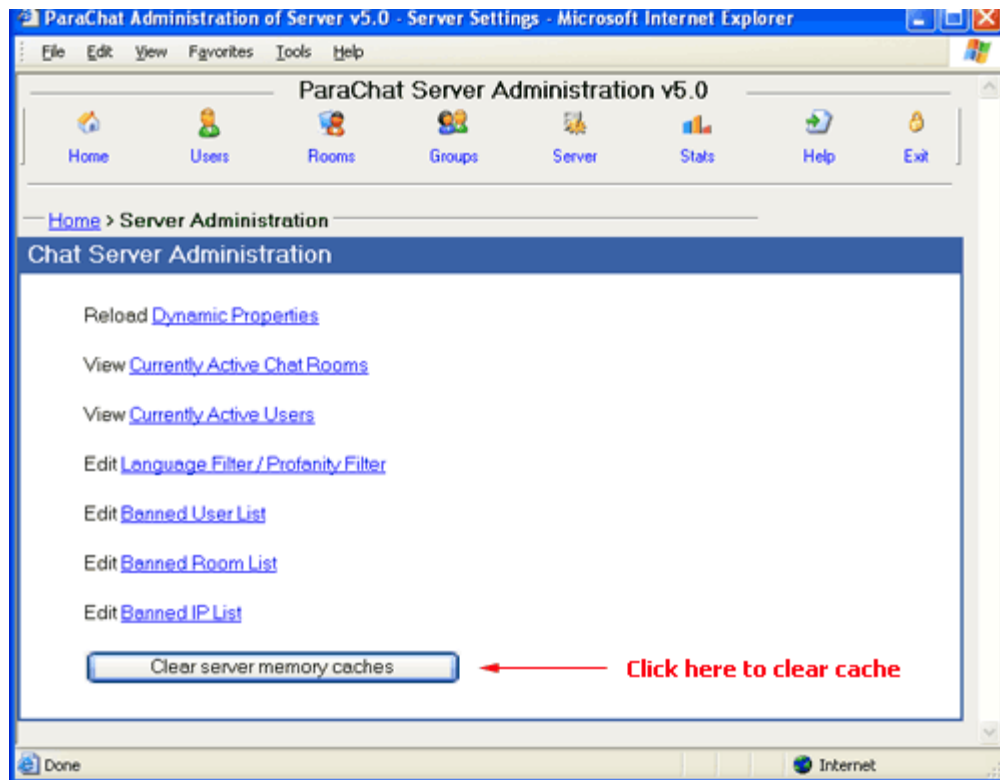
You can ban and unban IP addresses server wide by adding IP addresses to this list.



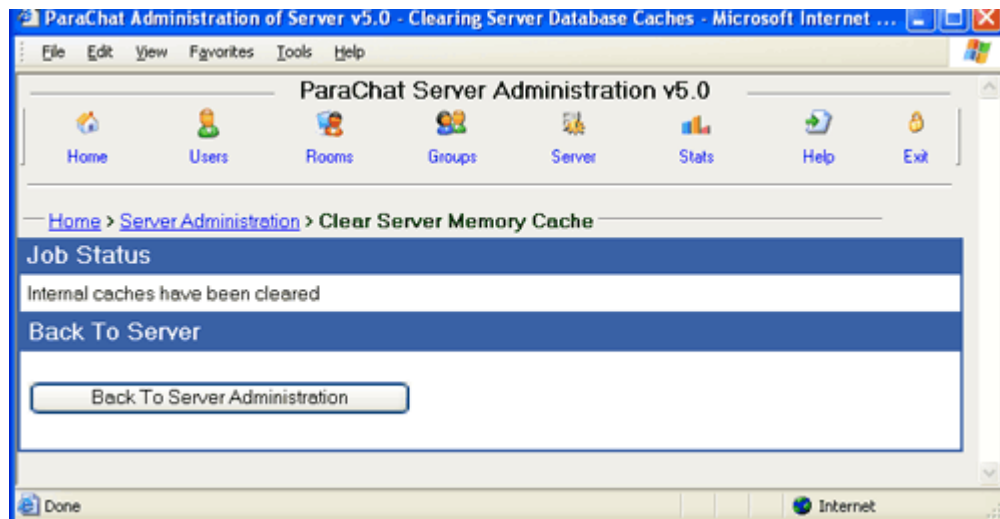
## Clear Memory Cache

To clear the server memory cache, click on the "Clear server memory cache" button. You will be notified when the process has been completed.

## ParaChat Server v5.7




This is the notification you will receive when the cache has successfully been purged.



## Text & Branding Banner Panels

# Text Ad Panel

You can add text to the bottom of each chat room when you customize the settings.

 You must include the param `<param name="ctrl.TextAd" value="true">` in the applet code of each room you wish to display text ads

Using this page you can turn this option on & off, make the text animated or static, etc.

— [Home](#) > [Group Administration](#) > [Edit Group Demo](#) > [Text Ad Panel](#)

### Text Ad Panel Settings

If no values are specified here, the group will use the default values defined by the server administrator, if any.


**Change Text Ad Panel on Applet of Web Browser**

Make it Active (turn on text ad)

Make it Animated

Font Size

Display Time of One Line

 You must include the param `<param name="ctrl.TextAd" value="true">` in the applet code of each room you wish to display text ads

### Text Message 1 Settings

You have 4 different text message options.

### Text Message 1 Settings

Text Message #1

Clickable URL of Text Message #1

Text Color (leave blank for default)  [color examples](#)

Text Background Color (leave blank for default)

### Text Message 2 Settings

Text Message #2

Clickable URL of Text Message #2

Text Color (leave blank for default)  [color examples](#)

Text Background Color (leave blank for default)

### Text Message 3 Settings





# ParaChat Server Configuration

## Standard Server Configuration

### Standard Configuration Settings:

Standard Windows Directory = c:\Program Files\ParaChat\ParaChat570\  
Chat Server Port Number = 7777  
HTTP Server Port = 7877  
Enforce URL = warn  
Spam Load Warning Limit = 2000  
Spam Load Disconnect Limit = 500  
Maximum User Idle Time = 600 seconds  
Maximum Number Of Connections Per Room = 25  
IP Address Visibility for Normal Users = classc  
module "httpd"

You can change its configuration later by editing the server **pchatd.conf** file.

### Standard installed directory locations:

#### **groups:**

Stores all the created Group files.

... \ParaChat\ParaChat570\groups

#### **rooms:**

Stores all the created Room files.

... \ParaChat\ParaChat570\rooms

#### **users:**

Stores all the created User files.

... \ParaChat\ParaChat570\users

#### **pchatd.conf:**

Controls server-wide defaults and parameters for setting server-wide properties

... \ParaChat\ParaChat570\config\pchatd.conf

#### **group.prof:**

Controls defaults and parameters for a room on the server. For example:

... \ParaChat\ParaChat570\groups\group.prof

#### **#roomname.profile:**

Controls defaults and parameters for a room on the server. For example:

... \ParaChat\ParaChat570\rooms\#TestRoom.profile

#### **username.profile:**

Controls server-wide defaults and parameters for users on the server. For example:

... \ParaChat\ParaChat570\users\admin.profile

#### **chat.conf:**

Controls chat room configuration for all chat rooms on the server.

```
... \ParaChat\ParaChat570\httpd\pchat\classes\conf\chat.conf
```

### **<language>.conf:**

Controls which language your rooms will use.

```
... \ParaChat\ParaChat570\httpd\pchat\classes\conf\<language>.conf
```

### **emoticons:**

This is where the files and icon images are stored

```
... \ParaChat\ParaChat570\httpd\pchat\classes\clipArt
```

### **image buttons:**

This is where the image buttons are stored

```
... \ParaChat\ParaChat570\httpd\pchat\classes\buttons
```

### **sounds:**

This is where the sound files are stored

```
... \ParaChat\ParaChat570\httpd\pchat\classes\sounds
```

### **dynamic.conf:**

Controls server configuration overrides.

```
... \ParaChat\ParaChat570\config\dynamic.conf
```

### **license.lic:**

Your license issued by ParaChat.

```
... \ParaChat\ParaChat570\config\paraserver.lic
```

### **Panel Images:**

This is where the default panel images are stored

```
... \ParaChat\ParaChat570\httpd\pchat\classes\conf\images
```

## ParaChat Server Configuration

### **Chat Server configuration (pchatd.conf)**

This file contains configuration information for the entire chat server, and is where server-wide and server-related parameters are set.

### **Server-wide Client Configuration (chat.conf)**

Through the addition of configuration entries, or parameters, to a simple text file, you may customize most buttons, labels, and message strings for every ParaChat room that is served from your ParaChat Server.

### **Dynamic Settings (dynamic.conf)**

For your convenience, ParaChat includes a method to change some options without requiring a chat server reboot.

### **Group configuration (groupname.prof)**

Group profiles contain the configuration information for the chat Group.

**Room Configuration (#roomname.profile)**

Each ParaChat room (also known as a "channel") that you create on your ParaChat Server has its own room profile that contains the configuration information for the chat room.

**User Configuration (username.profile)**

Each user that you create on your ParaChat Server has its own user profile that contains the configuration information for the user.

**Chat Server configuration (pchatd.conf)**

The main ParaChat Server configuration file is called 'pchatd.conf'. This file is located in the "config" directory (...\\ParaChat\\ParaChat570\\config\\pchatd.conf) of your ParaChat Server. This file contains configuration information for the entire chat server, and is where server-wide and server-related parameters are set. The file contains hundreds of individual lines, but only specific lines may ever need edited. Below is a listing of important configuration parameters, and their function.

The 'pchatd.conf' file is a simple text file which can be edited using a text editor. Please note that any change to the 'pchatd.conf' file must be saved, and the ParaChat Server must be restarted for the change to take effect. Since this action may cause a brief interruption in chat service for your users, your ParaChat Server includes a method to make changes to the server configuration file without requiring a chat server reboot. Details on making and implementing changes to the server configuration file without requiring a chat server restart are found in the Dynamic Settings section of the Documentation.

Feature	Configuration Parameter	Defaults / Values / Examples
Admin Server Port	pchatd.adminport	<b>Default: 0</b> By default this is set to 0 which means it is turned off.
Password for the Admin Server Port  This password is for connecting to the admin server port and not for the Super Admin user.	pchatd.adminpasswd	<b>Default:</b> <randomly set during install>
Port where the ParaChat server should listen for chat connections.	pchatd.port	<b>Default: 7777</b>
HTTP Port This specifies where HTTP	httpd.port	<b>Default: 7877</b>

connections to the ParaChat Server will operate. This port is used for firewall tunneling and save-to-server actions. The default value for this parameter is 100 above the chat port number.		
Enable profanity filter	pchatd.profanityfilter	<b>Allowed Values:</b> true or false (default is false)
Standard topic for room	pchatd.DefaultTopic	<b>Example:</b> pchatd.DefaultTopic=Welcome to my chat room
Maximum idle time (in seconds) before user is disconnected. (Can be set on a per-user level.)	pchatd.max_idle_time	<b>Default:</b> 10*60=600 (i.e 10 minutes) <b>Example:</b> pchatd.max_idle_time=1000
Maximum number of users per room. (Can be set on a per-room basis.)	pchatd.maxperchan	<b>Example:</b> pchatd.maxperchan=100 (default=100)
Action taken if URL of entering Web page does not match the creator URL in the room configuration file. (Can be set on a per-room basis.)	pchatd.enforce_url	<b>Allowed Values:</b>  pchatd.enforce_url= <b>warn</b> Issues warning message but allows entry to room. pchatd.enforce_url= <b>allow</b> Allows any URL without warning. pchatd.enforce_url= <b>deny</b> Denies entry to room if URL does not match creator URL.
Number of lines in the Message of the Day (message received when a user logs in to a room)	pchatd.motdlines	<b>Example:</b> pchatd.motdlines=2
Message line in Message of	pchatd.motdN where N is 1.<message of the day>	<b>Example:</b> pchatd.motd1=Welcome to the

the Day		Just Talk chat server pchatd.motd2=Please email support@justtalk.com for help.
Hostname on which the ParaChat server is running	pchatd.host	<b>Example:</b> pchatd.host=chat.mycompany.com
Turns on spam detection	pchatd.spam_detection	<b>Default:</b> pchatd.spam_detection=true <b>Allowed Values:</b> pchatd.spam_detection=true pchatd.spam_detection=false
Load limit when a user is sent a spam detection warning message. (If user is trying to flood the room with messages, the system checks the load imposed by the user and sends a warning.)	pchatd.spamload_warn	<b>Default:</b> pchatd.spamload_warn=2500 (The moving average time between 2 successive commands in the last 10 commands from the user is 2.5 seconds.)
Load limit when a user is disconnected from the chat server.	pchatd.spamload_disconnect	<b>Default:</b> pchatd.spamload_disconnect=500 (The moving average time between 2 successive commands in the last 10 commands from the user is 0.5 seconds.)
This value defines the max number of characters a user can type in one message.	pchatd.spammaxlength	<b>Default:</b> pchatd.spammaxlength=4096
Comma-separated list of IP addresses or prefixes to allow client connections from. (Can be overridden in room file.)	pchatd.allowed_ip	<b>Example:</b> pchatd.allowed_ip=201.234.345, 233.234.555.2,192.168.1.1
The IP suppression mode for the users of the chat room.	pchatd.ip_suppression	<b>Allowed Values:</b> pchatd.ip_suppression=classc shows the classc, not the full IP address pchatd.ip_suppression=suppress

## ParaChat Server v5.7

(Room administrator can always see the entire IP address.)		suppresses the entire IP address pchatd.ip_suppression=show shows the entire IP address
Enable HTTP tunneling (firewall support)	pchatd.allowTunneling	<b>Allowed Values:</b> true or false (default=false)
Enable cross-room private chat messages	pchatd.allow_remote_privmsg	<b>Allowed Values:</b> true or false (default=true)
Enable server roaming	pchatd.AllowRoaming	<b>Allowed Values:</b> true or false (default=true)
Enable private chat is allowed	pchatd.allowprivate	<b>Allowed Values:</b> true or false (default=true)
Similar to creator-URLs, but these contain just the domain	pchatd.CreatorDomains	<b>Example:</b> mydomain.com,something.net
Banned URL list	pchatd.DisallowedUrl	<b>Example:</b> http://www.mydomain.com
Max length of a message that a user can send	pchatd.MessageMaxLength	<b>Allowed Values:</b> Integer (recommend a value between 500 and 4000)
Allowed characters (letters and digits)	pchatd.RoomAuth.AllowedChars	<b>Allowed Values:</b> By default, any character is legal. If this param is enabled, only the characters in this string, (letters and digits) will be legal.
Allowed characters in a user name besides letters and digits.	pchatd.UserAuth.AllowedChars	<b>Allowed Values:</b> By default, any character is legal. If this param is enabled, only the characters in this string, (besides letters and digits) will be legal.
	pchatd.UserAuth.CaseSensitive	<b>Default:</b> false <b>Allowed Values:</b> true or false Consult ParaChat support due to Windows and Unix/Linux issues. (default=false)
Max length of a user name	pchatd.UserAuth.NameMaxLength	<b>Allowed Values:</b> integer
Allowed characters in a group name	pchatd.GroupAuth.AllowedChars	<b>Allowed Values:</b> By default, any character is legal. If this param is enabled, only the characters in this string, (letters and digits) will be legal.

Enable private room in a roaming environment	pchatd.roam.RoomPrivate	<b>Allowed Values:</b> true or false
Enable the ability to write the chat room stats to a file	pchatd.usage.Schedule	<b>Allowed Values:</b> true or false
Refresh Rate	pchatd.usage.RefreshRate	<b>Default:</b> 3 <b>Allowed Values:</b> integer
File path of log file of the total number of users at present	pchatd.usage.file.TotalUsers	
File path of log file of all active users	pchatd.usage.file.AllUsers	
File path of log file of all active rooms	pchatd.usage.file.AllUsers	
File path of log file of all public rooms	pchatd.usage.file.AllRooms	
File path of log file of all public rooms	pchatd.usage.file.PublicRooms	
Enable the ability to log private/hidden rooms	pchatd.usage.ShowAllRooms	<b>Allowed Values:</b> true or false (default=false)
The time a user profile is cached (web HTTP user auth)	pchatd.UserAuth.Web.CacheMinutes	<b>Allowed Values:</b> integer in minutes (default=60)
The time a user profile is cached (user profiles on local file system)	pchatd.UserAuth.LocalCacheMinutes	<b>Allowed Values:</b> integer in minutes (default=60)
A room name can only contain chars defined by this config	pchatd.RoomAuth.HardDefinedCharSet	<b>Allowed Values:</b> text (example: abcdefg123)
A user name can only contain chars defined by this config	pchatd.UserAuth.HardDefinedCharSet	<b>Allowed Values:</b> text (example: abcdefg123)

### Example of a Standard Server Setting

Your pchatd.conf file contains hundreds of lines of code. To make any changes to your standard settings, scroll down to the "#pchatd parameters" area. All you need to do is change the current line with your customized setting. Make sure you only change settings listed above. Making additional changes are not recommended and could disable your chat server.

```
#pchatd parameters
#Fri Jul 05 15:53:17 PDT 2002
pchatd.maxsessions=1000
pchatd.userclasses.auth.lynx.simple=paralogic.io.SimpleFileDirector(true,false,profile)
pchatd.userclasses.auth=paralogic.chat.auth.LynxAuthenticator
pchatd.logfile.dir=slogs
pchatd.reservedPrefix=
pchatd.adminpasswd=conan
pchatd.allowTunneling=true
pchatd.allow_remote_privmsg=false
pchatd.special.replace=>
pchatd.userclasses.auth.lynx.fileDirector=simple
pchatd.paralynx.enable=true
pchatd.logformat=extended
pchatd.messages.en.class=paralogic.chat.PChatMessages_en
pchatd.spamload_disconnect=500
pchatd.logfile.contstring=...
pchatd.port=7777
pchatd.motdlines=2
more .....
```

## Server-wide Client Configuration (chat.conf)

You may easily configure ParaChat rooms on your ParaChat Server to override the server default chat room configuration. Through the addition of configuration entries, or parameters, to a simple text file, you may customize most buttons, labels, and message strings for every ParaChat room that is served from your ParaChat Server. This feature allows you to customize most or all of your ParaChat rooms without having to implement a number of HTML parameters within the ParaChat applet HTML. When a ParaChat room is downloaded from the chat server, the code looks to the chat.conf file to determine if a parameter to override the server default has been entered. If no parameter is found in the chat.conf file, the server default setting is downloaded. It is important to note that HTML parameters included in the ParaChat applet code will override both the chat.conf file, and the server default settings.

The chat.conf file is located in the "conf" directory within the ParaChat class file directory. Here is the file path for the chat.conf file:

**C:\Program Files\ParaChat\ParaChat570\httpd\pchat\classes\conf\chat.conf**

By default, the chat.conf file is an empty file. When you first open the chat.conf file (in your text editor), you will see:

```
# ParaChat 5.7
# Welcome to ParaChat's Client Configuration File
```



```
# Additions made to this file will over-write the server
default settings
# and will take effect immediately.
# This is a comment. Any line starting with a pound sign is a
comment,
# and not recognized.
```

For example, you may wish to customize all of your ParaChat rooms to an RGB color value that matches your Web site (i.e. black and red), to change the Help button to say "?" instead of "Help", to point the Help button to a web page on your own web site, to change the User Name [required] label on the log-in panel to say "Nickname [required]", to remove the Email Address [optional] label and field completely from the log-in panel, and to remove the 88x31 Logo Banner panel. To implement these changes without entering individual HTML parameters into the ParaChat applet, you may add them to the chat.conf file. As such, the following entries would be made to your chat.conf file:

```
# ParaChat 5.7
# Welcome to ParaChat's Client Configuration File
# Additions made to this file will over-write the server
default settings
# and will take effect immediately.
# This is a comment. Any line starting with a pound sign is a
comment,
# and not recognized.
ui.BgColor=000000
ui.FgColor=FF0000
button.Help=?
ui.HelpPage=http://www.your-domain.com/help.html
label.Nickname=Nickname [required]
ctrl.NoEmail=true
ctrl.LogoAd=false
```

When you save these changes to the chat.conf file, the changes will take effect immediately in ParaChat rooms that are downloaded from your ParaChat Server.

To review the abundance of configuration options that are available for the ParaChat client, please review the ParaChat Client section of the ParaChat Server v5.7 documentation. Each configuration entry includes the "Parameter Name" for use in the chat.conf file, as well as the "HTML Parameter" for use in customizing ParaChat rooms by adding HTML parameters to the ParaChat applet.

## Dynamic Settings (dynamic.conf)

Changes to the ParaChat Server configuration file (...\\ParaChat\\ParaChat570\\config\\pchatd.conf), which change the server default configuration, require a reboot of the chat server in order to take effect. However, there are select server configuration options that are more widely used than other default server settings. For convenience, ParaChat includes a method to change these options without requiring a chat server reboot since a reboot will sever all connections to the chat server. Through the addition of configuration entries to a simple text file called "dynamic.conf" (...\\ParaChat\\ParaChat570\\config\\dynamic.conf), dynamic chat server configurations can be entered to overwrite the server configuration file.

A list of the server configuration options that can be added to the dynamic.conf file is below:

Feature	Configuration parameter	Defaults / Values / Examples
Maximum number of users per room. (Can be set on a per-room basis.)	pchatd.maxperchan	<b>Default:</b> 25 users per room <b>Example:</b> pchatd.maxperchan=100
Maximum idle time (in seconds) before user is disconnected. (Can be set on a per-user level.)	pchatd.max_idle_time	<b>Default:</b> 10*60=600 (i.e 10 minutes) <b>Example:</b> pchatd.max_idle_time=1000
The IP suppression mode for the users of the chat room. (Room administrator can always see the entire IP address.)	pchatd.ip_suppression	<b>Allowed Values:</b> pchatd.ip_suppression=classc shows the classc, not the full IP address pchatd.ip_suppression=suppress suppresses the entire IP address pchatd.ip_suppression=show shows the entire IP address
Action taken if URL of entering Web page does not match the creator URL in the room configuration file. (Can be set on a per-room basis.)	pchatd.enforce_url	<b>Allowed Values:</b> pchatd.enforce_url=warn Issues warning message but allows entry to room. pchatd.enforce_url=allow Allows any URL without warning. pchatd.enforce_url=deny Denies entry to room if URL does not match creator URL.
Number of lines in the Message of the Day (message received when a user logs in to a room)	pchatd.motdlines	<b>Example:</b> pchatd.motdlines=2
Message line in Message of the Day	pchatd.motdN where N is 1.<message of the day>	<b>Example:</b> pchatd.motd1=Welcome to the Just Talk chat server pchatd.motd2=Please email support@justtalk.com for help.
Profanity Filter	pchatd.profanityfilter	<b>Allowed Values:</b> true or false
Sets the default topic of newly created rooms	pchatd.DefaultTopic	<b>Example:</b> pchatd.DefaultTopic=Welcome to my chat room!
Display information after copyright when a user logs in	pchatd.SitePromotion	<b>Example:</b> pchatd.SitePromotion=Welcome to ParaChat Network
Enable super admin users to see hidden rooms	pchatd.superuser.ShowHiddenRoom	<b>Default:</b> false <b>Allowed Values:</b> true or false
Max length of room name	pchatd.RoomNameMaxLength	<b>Allowed Values:</b> integer
Admin created rooms that will display on top of other user created rooms	pchatd.SiteRooms	<b>Allowed Values:</b> A list of room names separated by a space.
Enable a timestamp in every	pchatd.transcripts.Timestamp	<b>Default:</b>

## ParaChat Server Configuration

message in the transcript. A room may override this setting.		false <b>Allowed Values:</b> true or false
Enable logging private chat	pchatd.transcripts.LogPrivate	<b>Default:</b> false <b>Allowed Values:</b> true or false
Max users in a new Group created. This can be overridden in the group profile.	pchatd.group.MaxUsers	<b>Default:</b> 100 <b>Allowed Values:</b> integer
The max number of active questions in a moderated room. This can be set per room.	pchatd.moderation.MaxQuestions	<b>Default:</b> 15000 <b>Allowed Values:</b> integer
When the number of questions reaches this number, server will start cleaning up deleted questions. This number should be smaller than pchatd.moderation.MaxQuestions	pchatd.moderation.CleanupMax	<b>Default:</b> 14000 <b>Allowed Values:</b> integer
The interval for cleanup of deleted questions	pchatd.moderation.CleanupInterval	<b>Allowed Values:</b> integer
The number of new questions before server sends a notification to a moderator logged in from an applet	pchatd.moderation.NotifyInterval	<b>Allowed Values:</b> integer (default=10)
Whether to rotate transcript	pchatd.transcripts.Rotation	<b>Allowed Values:</b> true or false (default=true)
Whether to allow overflow rooms	pchatd.roam.AllowOverflow	<b>Allowed Values:</b> true or false (default=false)
Error message when user types an incorrect password for a user name that has a profile	pchatd.msg.WrongPassword	<b>Allowed Values:</b> text
Whether to kick a previous login of same user name from same IP	pchatd.login.KickUserSameIP	<b>Allowed Values:</b> true or false
A room on chat server can only be accessed by members. A member is a user that has a profile file on server, or a user that exists in member database when database is linked.	pchatd.user.MembersOnly	<b>Allowed Values:</b> true or false (default=false)
Whether a user has to be a room admin to see a transcript.	pchatd.transcripts.ViewByAdminOnly	<b>Allowed Values:</b> true or false
Whether to log failed logins on admin pages. Log file is "slogs/failedadmin.txt"	dynamic.LogFailedSignin	<b>Allowed Values:</b> true or false (default=false)
Prompt user for password in applet when login fails. Whether to prompt user for password when login failed	dynamic.applet.PromptLogin	<b>Allowed Values:</b> true or false (default=true)
Whether to log wrong password of user login on applet. in	dynamic.users.LogWrongPassword	<b>Allowed Values:</b> true or false (default=true)

dynamic.conf. log file is "slogs/failedusers.txt"		
Whether to enable text ads	pchatd.ad.Active	<b>Allowed Values:</b> true or false
Frequency of ads in minutes	pchatd.RefreshMinutes	<b>Allowed Values:</b> integer (default is 5 mins)
First line of the text ad	pchatd.ad.Text1	<b>Allowed Values:</b> text (default is blank)
Second line of the text ad	pchatd.ad.Text2	<b>Allowed Values:</b> text (default is blank)
Third line of the text ad	pchatd.ad.Text3	<b>Allowed Values:</b> text (default is blank)

For example, if you wanted to change the server-wide URL enforcement level from "warn" to "deny", the IP address suppression level from "class c" to "suppress", set the default number of users per chat room as 50 users, and enable super admin users the ability to see hidden rooms, for all chat rooms on the chat server, you would make the following additions to the dynamic.conf file:

```
# ParaChat Server dynamic properties.
pchatd.enforce_url=deny
pchatd.ip_suppression=suppress
pchatd.maxperchan=50
pchatd.superuser.ShowHiddenRoom=true
```

Save your edits. As a precaution, changes to the dynamic.conf file do not take effect immediately. They take effect only after they are loaded. To load changes made to the dynamic.conf file, log into your ParaChat Server Admin Pages with your server admin name and password. At the Main Menu, under "Chat Server Administration," click the "Load Dynamic Properties" link. A confirmation will display when the dynamic properties have loaded.

## Group configuration (groupname.prof)

Each ParaChat Server includes a Group that is created for you. This Group name is called "community". Group profiles contain the configuration information for the chat Group. Group profiles are located in the "groups" directory (...\\ParaChat\\ParaChat570\\groups\\groupname.profile) of your ParaChat Server. A Group profile is automatically created in the "groups" directory when you create new ParaChat Group. Below is a listing of important Group configuration parameters, and their function.

Group profile files are simple text files that can be edited using a text editor. Please note that any change to a Group profile requires that the information cached in the chat server be cleared before the changes take effect. To "reread" the most current Group profile configuration, simply log into the chat room that you edited using your admin name and password, and then type the following command: `/room reread`

Feature	Configuration parameter	Defaults / Values / Examples
Group member list. This is a list of rooms	group.Members	<b>Example:</b> #RoomA,#RoomB,#RoomC

that belong to a particular Group		
Action taken if URL of entering Web page does not match the creator URL in the room configuration file. (Can be set on a per-room basis.)	group.EnforceURL	<b>Allowed Values:</b> channel.enforce_url=warn Issues warning message but allows entry to room. channel.enforce_url=allow Allows any URL without warning. channel.enforce_url=deny Denies entry to room if URL does not match creator URL.
URL for the Web page containing the chat rooms	group.CreatorURL	<b>Example:</b> http://aaa.com,http://bbb.com, http://123.456.123.456/chat.html Use full path name to chat page or to the document root of Web site containing the room
Max number of users in the entire group	group.MaxSessions	<b>Default:</b> 100
Group topic for the created and dynamic rooms created for this group	group.DefaultTopic	<b>Example:</b> Welcome to my chat room! This can be overwritten for each room in the room profile
Profanity Filter	group.ProfanityFilter	<b>Allowed Values:</b> true or false
Admins for the Group	group.Admins	<b>Example:</b> channel.admins=Ann,Clay Comma-separated list of usernames with admin privileges to the room. This list complements the admin names in a room profile.
Closes a Group and displays a message giving the reason	group.CloseReason	<b>Example:</b> The room is closed and will reopen at 8:00pm
Whether the rooms in the Group are allowed to private chat with one another	group.AllowRemotePrivate	<b>Allowed Values:</b> true or false
Whether the rooms in the Group are allowed to private chat within the room	group.AllowPrivate	<b>Allowed Values:</b> true or false
Banned IP addresses	group.BannedIP	<b>Allowed Values:</b> a comma separated list of IP addresses
Allowed IP addresses. This will only allow users with the IP address in the list to access the Group	group.AllowedIP	<b>Allowed Values:</b> a comma separated list of IP addresses

The number of new questions before server sends a notification to a moderator	group.mod.NotifyInterval	<b>Allowed Values:</b> an integer between 1 and 10 - this value is in minutes
The limit of the number of user in a dynamic room - useful for overflow rooms	group.dynamic.MaxSessions	<b>Allowed Values:</b> an integer
The hard limit on the number of user in a room. This can be overwritten in the room profile	group.RoomHardLimit	<b>Allowed Values:</b> an integer
Creates a overflow room when the hard limit is reached	group.roam.AllowOverflow	<b>Allowed Values:</b> true or false (default is false)
Whether to rotate transcripts	group.transcript.Rotation	<b>Allowed Values:</b> true or false (default is true)
Specifies whether a room in this group requires membership, i.e. every user has to have a profile to join a room, or every user has to exist in a database when an external database is used.	group.users.MembersOnly	<b>Allowed Values:</b> true or false (default is false)
Message for failure when a room in this group requires a room password. If this is not set, a default message defined by server is displayed.	group.msg.RoomPasswordFailed	<b>Allowed Values:</b> text
Whether to enable text ads	group.ad.Active	<b>Allowed Values:</b> true or false
Frequency of ads in minutes	group.RefreshMinutes	<b>Allowed Values:</b> integer (default is 5 mins)
First line of the text ad	group.ad.Text1	<b>Allowed Values:</b> text (default is blank)
Second line of the text ad	group.ad.Text2	<b>Allowed Values:</b> text (default is blank)
Third line of the text ad	group.ad.Text3	<b>Allowed Values:</b> text (default is blank)

**This is the included Group called community (File community.prof)**

```
#Group Settings in community.prof
#Thu Feb 06 18:19:07 PST 2003
group.ProfanityFilter=
group.MaxSessions=100
group.EnforceURL=allow
group.CreatorURL=
group.Admins=admin
group.Members=#TestRoom
group.BannedIP=
group.DefaultTopic=Welcome To Our Community Chat Room
```

## Room Configuration (#roomname.profile)

Each ParaChat room (also known as a "channel") that you create on your ParaChat Server has its own room profile that contains the configuration information for the chat room. Room profiles are located in the "rooms" directory (...\\ParaChat\\ParaChat570\\rooms\\#roomname.profile) of your ParaChat Server. A room profile is automatically created in the "rooms" directory when you create new ParaChat rooms. All chat room names begin with a pound sign (#). For example, a chat room called "JustTalk" is defined by the parameters in the file '#JustTalk.profile'. In some cases, data is automatically written to the room profile from the administrator's console (i.e. topic, moderation features, room password, etc.) and there is no requirement that you edit the room profile to implement these features. Chat room attributes are simply stored in their corresponding room profile. Below is a listing of important room configuration parameters, and their function.

Room profile files are simple text files that can be edited using a text editor. Please note that any change to a room profile requires that the information cached in the chat server be cleared before the changes take effect. To "reread" the most current room profile configuration, simply log into the chat room that you edited using your admin name and password, and then type the following command: `/room reread`

Feature	Configuration parameter	Defaults / Values / Examples
URL for the Web page containing the chat room	channel.creator_url	Use full path name to chat page or to the document root of Web site containing the room
Maximum number of users for the room	channel.max_sessions	<b>Default:</b> 25
Chat room name	channel.name	<b>Example:</b> channel.name=#partychat
Topic of the room	channel.topic	<b>Example:</b> channel.topic=Welcome to my chat room!
Profanity Filter	channel.profanityfilter	<b>Allowed Values:</b> true or false
Action taken if URL of entering Web page does not match the	channel.enforce_url	<b>Allowed Values:</b> channel.enforce_url=warn Issues warning message but allows entry to room. channel.enforce_url=allow Allows any URL without warning.

creator URL in the room configuration file. (Can be set on a per-room basis.)		channel.enforce_url=deny Denies entry to room if URL does not match creator URL.
Admins for the room	channel.admins	<b>Example:</b> channel.admins=Ann,Clay Comma-separated list of usernames with admin privileges to the room.
Closes or opens a room	channel.state	<b>Allowed Values:</b> open or close
Closes a room and displays a message giving the reason	channel.close_reason	<b>Example:</b> The room is closed and will reopen at 8:00pm
Password required for the chat room. If set to true then only users with valid user profiles, i.e. accounts can enter the chat room. Example: in a members-only room	passwd.required	<b>Default:</b> false passwd.required=false <b>Allowed Values:</b> true or false
Password for the room	channel.password	<b>Example:</b> channel.password=ready123 Room admins are not required to enter a room password to gain access to a room.
Message displayed when an unauthorized user attempts to enter a password-protected room	passwd.failmsg	<b>Example:</b> Please register before entering the chat room.
Name of log file where transcripts are written.	channel.logfile	<b>Example:</b> session.log
Comma-	channel.banned_ip	<b>Example:</b>



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separated list of IP address prefixes to be banned. If defined, client must be from allowed_ip list AND NOT IN banned_ip list.		201.234.345,233.234.555.2  Comma-separated list
Comma-separated list of IP address prefixes to allow client connections from. If defined, client must be from allowed_ip list AND NOT IN banned_ip list.	channel.allowed_ip	<b>Example:</b> 201.234.345,233.234.555.2  Comma-separated list
Determines whether room is moderated or not	channel.moderate.state	<b>Allowed Values:</b> true or false
List of moderators in the room	channel.moderate.moderators	<b>Example:</b> Danae,Laura Comma-separated list of usernames
List of speakers in the room	channel.moderate.speakers	<b>Example:</b> channel.moderate.speakers=Brent_Jackson Comma-separated list of usernames
Maximum length (in bytes) allowed for transcript file	channel.max_transcript_length	<b>Example:</b> channel.max_transcript_length=4000000 means max is 4M bytes per transcript file
Determines who will respond to a %page command from a user.	channel.page.target	<b>Example:</b> channel.page.target=Sam auto - Any room admin logged in responds
Show user names in the User List	channel.ShowModeratedChatters	<b>Default:</b> true <b>Allowed Values:</b>

during a moderated event		true or false
Enable the ability to have private messages sent between roaming rooms	channel.allow_remote_privmsg	<b>Default:</b> true <b>Allowed Values:</b> true or false
Enable the ability to have private messages within a room	channel.allowprivate	<b>Default:</b> true <b>Allowed Values:</b> true or false
Created Group name if this room is part of a group. Note this room name has to be also listed in a group profile to be part of a group.(cross-reference)	channel.group	<b>Allowed Values:</b> created Group name
Enable logging private chat in transcripts	channel.transcripts.LogPrivate	<b>Default:</b> false <b>Allowed Values:</b> true or false
Logging time-stamp in transcripts	channel.transcripts.Timestamp	<b>Default:</b> false <b>Allowed Values:</b> true or false
Max number of active questions in a moderated event	channel.moderate.MaxQuestions	<b>Default:</b> 15,000 <b>Allowed Values:</b> Integer (When this number is reached, new questions will be dropped.)
The number of new questions before server sends a notification to a moderator logged in from an applet	channel.moderate.NotifyInterval	<b>Allowed Values:</b> Integer (default=10)

## ParaChat Server Configuration

Rotates transcript file when it is full	channel.transcripts.Rotation	<b>Allowed Values:</b> true or false
Whether to allow overflow rooms. Roaming must be turned on for this to take effect	channel.AllowOverflow	<b>Allowed Values:</b> true or false
Displayed when a room is protected by a password and a user entered a wrong password.	channel.msg.RoomPasswordFailed	<b>Allowed Values:</b> text message
Whether to enable text ads	channel.ad.Active	<b>Allowed Values:</b> true or false
Frequency of ads in minutes	channel.RefreshMinutes	<b>Allowed Values:</b> integer (default is 5 mins)
First line of the text ad	channel.ad.Text1	<b>Allowed Values:</b> text (default is blank)
Second line of the text ad	channel.ad.Text2	<b>Allowed Values:</b> text (default is blank)
Third line of the text ad	channel.ad.Text3	<b>Allowed Values:</b> text (default is blank)

### This is the room profile for the TestRoom (File #TestRoom.profile)

```
#Channel Settings in #TestRoom.profile
#Wed Feb 12 23:17:47 PST 2003
channel.title=The Test Room
channel.creator_url=http://www.parachat.com
channel.banned_ip=
channel.private=false
channel.enforce_url=allow
channel.admins=admin
channel.group=community
passwd.required=false
passwd.failmsg="Sorry, this room requires a password."
channel.topic=This is a room for testing ONLY
channel.profanityfilter=
```

### This is a members Only room called PRIVATE (File #PRIVATE.profile)

```
#Channel Settings for #PRIVATE
```

```
#Fri July 09 04:38:12 PDT 2002
#channel.enforce_url=deny
channel.enforce_url=warn
channel.topic=Private channel for invited discussions
channel.creator_url=http://www.mydomain.com/
passwd.required=true
```

## User Configuration (username.profile)

Each user that you create on your ParaChat Server has its own user profile that contains the configuration information for the user. User profiles are located in the "users" directory (...\\ParaChat\\ParaChat570\\users\\username.profile) of your ParaChat Server. A user profile is automatically created in the "users" directory when you create new ParaChat room admin users, or utilize a room profile to simply password-protect a user's name. Below is a listing of important user configuration parameters, and their function. User profile files are simple text files that can be edited using a text editor.

Feature	Configuration parameter	Defaults / Values / Examples
User's password	pchatd.password	<b>Example:</b> pchatd.password=mypassword (don't use spaces)
User's privileges	pchatd.privlevel	<b>Values:</b> superuser (server admin user)
Spam detection	pchatd.spam_detection	<b>Values:</b> true or false
Commands that are executed as soon as you log in to the server (before you log in to the room).	pchatd.onconnect	<b>Example:</b> pchatd.onconnect=%chat fgcolor green;chat bgcolor black;beep enter on Sets user preferences on colors and fonts for the chat client. (Must start with %.) OnConnect List
Maximum idle time before user is disconnected.	pchatd.max_idle_time	<b>Example:</b> pchatd.max_idle_time=600 time is in seconds (600 seconds = 10 mins)

### Example of a Super Admin User:

```
admin.profile (configuration file for a server admin)
# profile for user sue
pchatd.password=secret
pchatd.privlevel=superuser
pchatd.max_idle_time=3600
```

### Example of a normal User:

```
joe.profile (configuration file of a user named joe)
# profile for user joe
pchatd.password=joespassword
pchatd.max_idle_time=1600
```

```
pchatd.onconnect=%chat fgcolor green;chat bgcolor black;beep enter
on
```

## Admin Server Commands

### Using Your ParaChat Server's Admin Server To Execute Commands Remotely

You may telnet to your ParaChat Server's Admin Server to execute a variety of server commands (a list of commands is located below). To access and use the Admin Server, please follow these steps:

#### Step 1. Use your favorite telnet application and telnet to your host machine.

Using a dos window remotely:

```
telnet <machine IP or domain name> <adminport>
```

Example:

```
telnet 192.168.1.1 7888
```

Using a dos window locally:

```
telnet localhost <adminport>
```

Example:

```
telnet localhost 7888
```

For example, if your machine is called "mymachine.com", and the Admin Server port is configured to 7778, the proper convention would be:

```
telnet mymachine.com 7778
```



**NOTE:** As a security precaution, your ParaChat Server Admin Server port is set to 0 (zero) by default. If you intend on utilizing the Admin Server, we highly recommend changing the default password. Please note that any change to the pchatd.conf file requires that you restart the chat server for the change to be implemented. To specify the admin server port, and password, open the pchatd.conf file (..ParaChat/ParaChat570/config/pchatd.conf). In the #pchatd parameters section, you will see:

```
pchatd.adminpasswd=<randomly set during install process>
```

```
pchatd.adminport=0
```

The admin port is disabled until you set it to a new port number. ( 0 = disabled )

#### Step 2. Type your password (assume the password you set is "nickle"):

```
passwd nickle
```

#### Step 3. Your password is accepted:

```
password: true
```

**Step 4.** Execute admin server commands

A list of server commands can be found below



**NOTE:** Typing an empty line at any time exits the admin server. There is no "help" and nothing works until you type in a legal "passwd" command. These designs are intentional, to protect against curious hackers. You may also consider using a firewall to protect this admin port.

Command	Function
<b>passwd &lt;adminpassword&gt;</b>	Enter password for admin (must be first command)
<b>echo string</b>	Prints the string 'string' (to test server)
<b>status</b>	Dumps status information Example: Channel Manager: Number of Channels is 150 Auth Manager: Number of Logins is 975 Session Manager: Session count:975, max: 6500, min: 0
<b>freemem</b>	Prints available memory
<b>totalmem</b>	Lists the total memory used
<b>garbage</b>	Forces asynchronous garbage collect (to reclaim memory)
<b>readbanlist</b>	Read the server-wide list of banned users for this server
<b>dumpthreads</b>	Prints a (very long!) list of all the active threads in the system
<b>bcast &lt;message&gt;</b>	Broadcasts the 'message' server-wide
<b>killroom &lt;roomname&gt; &lt;reason&gt;</b>	Kills a specific room and displays the reason
<b>listlogs</b>	Gives a list of the root -> extended filenames being logged Example: slogs/connect.log -> slogs/connect.log.970907234829
<b>rotate &lt;rootfilename&gt;</b>	Rotates the log, creating a new log with the same root file name but a new time stamp extension Example: rotate slogs/connect.log Returns the message below: Log slogs/connect.log rotated. New log is slogs/connect.log.970908234555 ' The earlier log file slogs/connect.log.970907234829 can now be removed or compressed as needed.

# Applet Code Information

## Applet Basics

Customizing the appearance of individual ParaChat rooms is accomplished through inserting HTML parameters into the base applet HTML code (i.e. the applet HTML sample provided in the `testroom.html` document). The structure of the ParaChat applet requires certain HTML parameters to be included by default. Optional HTML parameters are added to the base applet HTML to change the appearance of ParaChat rooms that you create.

If you wish to customize all rooms on the chat server without inserting individual HTML parameters into the applet HTML for each room, please see the **Server-wide Client Configuration** section of the Documentation.

Required values		
Parameter	Value	Example
<b>Codebase URL</b>	The URL of where you download the ParaChat applet code.	<code>codebase="http://www.yourdomainname.com:7877/pchat/classes"</code>
<b>Height</b>	This value can be changed to increase or decrease your default ParaChat Room height size.	<code>HEIGHT=400</code>
<b>Width</b>	This value can be changed to increase or decrease your default ParaChat Room width size.	<code>WIDTH=600</code>
<b>ServerPort</b>	Port number on which the chat server accepts requests.	<code>&lt;param name="ServerPort" value="7777"&gt;</code>
<b>HTTPPort</b>	Specifies the HTTP port to be used for tunneling and save-to-server. The default value for this parameter is 100 above the chat port number.	<code>&lt;param name="HTTPPort" value="7877"&gt;</code>
<b>cabbase</b>	ParaChat Java class files	<code>&lt;param name="cabbase" value="pchat.cab"&gt;</code>
<b>roam.Group</b>	Name of the group	<code>&lt;param name="roam.Group" value="Group"&gt;</code>
<b>Channel</b>	Name of the chat room	<code>&lt;param name="Channel" value="#MyChatRoom"&gt;</code>
<b>Enable Roaming</b>	This setting will enable user created rooms and admin created rooms to be visible on	<code>&lt;param name="ctrl.Roam" value="true"&gt;</code>

	the rooms list.	
<b>TopRooms</b>	This setting will enable your main room to be seen from user created and admin created rooms when there are zero users in your main room. This will also force your main and admin created rooms to display on the top of the rooms list.	<pre>&lt;param name="roam.TopRooms" value="#MyChatRoom,#MyChatRoom2"&gt;</pre>

**Below is sample ParaChat room HTML code.**

```
<!-- Begin "ParaChat" v5.7 Applet Code -->
<applet codebase="http://www.yourdomainname.com:7877/pchat/classes"
archive=pchat.zip code=ParaChat.class height=400 width=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="cabbase" value="pchat.cab">
<param name="roam.Group" value="Your_Group_Name">
<param name="Channel" value="#Your_Room_Name">
<param name="roam.TopRooms" value="#Your_Room_Name,room#2">
<param name="ctrl.Roam" value="true">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html">ParaChat Support</a>
for more information on how to upgrade your browser!
</applet>
<!-- End Applet Code -->
```

**How to add HTML parameters to your applet code.**

The following is an example on how to add HTML applet code to your current chat room. If you wanted to change the background color to **FF0000** (red) you would add the following HTML to your chat applet code.

```
<!-- Begin Applet Code -->
<applet codebase="http://www.yourdomainname.com:7877/pchat/classes"
archive=pchat.zip code=ParaChat.class height=400 width=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="cabbase" value="pchat.cab">
<param name="roam.Group" value="Your_Group_Name">
<param name="Channel" value="#Your_Room_Name">
<param name="roam.TopRooms" value="#Your_Room_Name,room#2">
<param name="ctrl.Roam" value="true">
<param name="ui.BgColor" value="FF0000">
Sorry, but your browser is not Java enabled, and you will not be
able to chat
</applet>
<!-- End Applet Code -->
```



You can find a list of customizable features that you can add to your ParaChat Room(s). You may easily customize your ParaChat room by adding parameters to your chat HTML as demonstrated in the sample above. Simply select the type of customization you desire, and add the appropriate "HTML Configuration" to your own ParaChat HTML to customize your chat room. Please see the Customization Options in the left hand navigation.

If these parameters are absent, the applet exhibits its default behavior. Do NOT try to set the values of these parameters to anything other than what is specified.

## Applet Basics

Customizing the appearance of individual ParaChat rooms is accomplished through inserting HTML parameters into the base applet HTML code (i.e. the applet HTML sample provided in the testroom.html document). The structure of the ParaChat applet requires certain HTML parameters to be included by default. Optional HTML parameters are added to the base applet HTML to change the appearance of ParaChat rooms that you create.

If you wish to customize all rooms on the chat server without inserting individual HTML parameters into the applet HTML for each room, please see the **Server-wide Client Configuration** section of the Documentation.

Required values		
Parameter	Value	Example
<b>Codebase URL</b>	The URL of where you download the ParaChat applet code.	<code>codebase="http://www.yourdomainname.com:7877/pchat/classes"</code>
<b>Height</b>	This value can be changed to increase or decrease your default ParaChat Room height size.	<code>HEIGHT=400</code>
<b>Width</b>	This value can be changed to increase or decrease your default ParaChat Room width size.	<code>WIDTH=600</code>
<b>ServerPort</b>	Port number on which the chat server accepts requests.	<code>&lt;param name="ServerPort" value="7777"&gt;</code>
<b>HTTPPort</b>	Specifies the HTTP port to be used for tunneling and save-to-server. The default value for this parameter is 100 above the chat port number.	<code>&lt;param name="HTTPPort" value="7877"&gt;</code>
<b>cabbase</b>	ParaChat Java class	<code>&lt;param name="cabbase" value="pchat.cab"&gt;</code>

	files	
<b>roam.Group</b>	Name of the group	<param name="roam.Group" value="Group">
<b>Channel</b>	Name of the chat room	<param name="Channel" value="#MyChatRoom">
<b>Enable Roaming</b>	This setting will enable user created rooms and admin created rooms to be visible on the rooms list.	<param name="ctrl.Roam" value="true">
<b>TopRooms</b>	This setting will enable your main room to be seen from user created and admin created rooms when there are zero users in your main room. This will also force your main and admin created rooms to display on the top of the rooms list.	<param name="roam.TopRooms" value="#MyChatRoom, #MyChatRoom2">

**Below is sample ParaChat room HTML code.**

```
<!-- Begin "ParaChat" v5.7 Applet Code -->
<applet codebase="http://www.yourdomainname.com:7877/pchat/classes"
archive=pchat.zip code=ParaChat.class height=400 width=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="cabbase" value="pchat.cab">
<param name="roam.Group" value="Your_Group_Name">
<param name="Channel" value="#Your_Room_Name">
<param name="roam.TopRooms" value="#Your_Room_Name,room#2">
<param name="ctrl.Roam" value="true">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html">ParaChat Support</a>
for more information on how to upgrade your browser!
</applet>
<!-- End Applet Code -->
```

**How to add HTML parameters to your applet code.**

The following is an example on how to add HTML applet code to your current chat room. If you wanted to change the background color to **FF0000 (red)** you would add the following HTML to your chat applet code.

```
<!-- Begin Applet Code -->
<applet codebase="http://www.yourdomainname.com:7877/pchat/classes"
archive=pchat.zip code=ParaChat.class height=400 width=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="cabbase" value="pchat.cab">
<param name="roam.Group" value="Your_Group_Name">
```

```

<param name="Channel" value="#Your_Room_Name">
<param name="roam.TopRooms" value="#Your_Room_Name,room#2">
<param name="ctrl.Roam" value="true">
<param name="ui.BgColor" value="FF0000">
Sorry, but your browser is not Java enabled, and you will not be
able to chat
</applet>
<!-- End Applet Code -->

```

You can find a list of customizable features that you can add to your ParaChat Room(s). You may easily customize your ParaChat room by adding parameters to your chat HTML as demonstrated in the sample above. Simply select the type of customization you desire, and add the appropriate "HTML Configuration" to your own ParaChat HTML to customize your chat room. Please see the Customization Options in the left hand navigation.

If these parameters are absent, the applet exhibits its default behavior. Do NOT try to set the values of these parameters to anything other than what is specified.

## Using the Test Room As a Guide

Use the sample HTML applet code that is found on the testroom.html page (..\ParaChat\ParaChat570\httpd\testroom.html) that comes with your server software as a foundation for creating new rooms.

Here is the what the HTML applet code looks like for the #TestRoom that comes with your server software:

```

<applet codebase=pchat/classes archive=pchat.zip
code=ParaChat.class
HEIGHT=400 WIDTH=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="roam.Group" value="community">
<param name="Channel" value="#TestRoom">
<param name="roam.TopRooms" value="#TestRoom">
<param name="ui.BgColor" value="CCCC99">
<param name="net.Heartbeat" value="true">
<param name="net.Protocol" value="true">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html"> ParaChat
Support</a> for
more information on how to upgrade your browser!
</applet>

```

The sample HTML applet code uses the relative path to the server's class files (see codebase=pchat/classes). If you are placing HTML applet code for new rooms on web pages that reside on a different host from where your ParaChat Server is running, than you will need to use the absolute path to the class files instead of the relative path.

### Example:

## ParaChat Server v5.7

If your chat server host is called mydomain.com, but you are placing HTML applet code on a page served by chatmadness.com, the absolute path to the ParaChat Server class files on mydomain.com would be included as indicated in red below:

```
<applet codebase="http://www.mydomain.com:7877/pchat/classes"
archive=pchat.zip code=ParaChat.class HEIGHT=400 WIDTH=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="roam.Group" value="group">
<param name="Channel" value="#TestRoom">
<param name="roam.TopRooms" value="#TestRoom">
<param name="ui.BgColor" value="CCCC99">
<param name="net.Heartbeat" value="true">
<param name="net.Protocol" value="true">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html"> ParaChat
Support</a> for
more information on how to upgrade your browser!
</applet>
```

The sample above assumes that you are not using an external web server, and includes the default port number (7877) of the web server that comes with ParaChat Server. If you include this port number in the absolute path to the class files, there is no need to include the parameter `<param name="HTTPPort" value="7877">`.



**HINT:** The net.Heartbeat parameter is not a required parameter, and can be completely removed. When included, the HEARTBEAT parameter sends a pulse to the chat server every 5 minutes to keep even idle connections alive. This parameter is ideal for moderated events when users tend to view the chat without submitting text themselves. The default time-out for user connections to ParaChatServer is 10 minutes. If you elect to remove the HEARTBEAT parameter, user connections that are idle for 10 minutes will be automatically severed.

# Customization Options

## Customization Options

Below you will find a list of customizable features that you can add to your ParaChat Room(s). You may easily customize your ParaChat room by adding parameters to your ParaChat HTML as demonstrated in the sample above. Simply select the type of customization you desire from the links below, and add the appropriate "HTML Configuration" to your own ParaChat HTML to customize your chat room. You can also use the **Room Customization Tool** to help you quickly customize your room. Not all the customization options are available in the **Room Customization Tool** but all can be found in these documentation pages.

If these parameters are absent, the applet exhibits its default behavior. Do NOT try to set the values of these parameters to anything other than what is specified.

- » Connection Controls
- » Image Panels
- » Customize Buttons
- » Remove Buttons
- » Front Door Text
- » Control Panel Customization Options
- » Customize Private Chat
- » Customize Messages
- » Chat Room User Interface

## Customization Options

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If these parameters are absent, the applet exhibits its default behavior. Do NOT try to set the values of these parameters to anything other than what is specified.

- » Connection Controls
- » Image Panels
- » Customize Buttons
- » Remove Buttons
- » Front Door Text

- » Control Panel Customization Options
- » Customize Private Chat
- » Customize Messages
- » Chat Room User Interface

## Room Customization Tool

With our easy-to-use Customization Tool, you have the opportunity to generate and preview your customized ParaChat room and HTML applet code prior to implementing it on your web site.

The ParaChat Customization Tool is basically an HTML applet code generator that allows one to easily customize a ParaChat Room, and to be presented with the HTML to implement the room. It has been designed to be generic, meaning that it is the same for any customer. The tool requires that you insert values that are specific to your hosted chat room. You will need to insert the following values that are specific to your implementation in order to generate custom applet code that will operate with your hosted chat room:

- Applet Codebase URL
- ServerPort Number
- HTTPPort Number
- Group Name
- Room Name

The default values for ServerPort and HTTPPort in the tool are set to the same default values as the server software itself. The room name value and applet codebase URL values depend on the chat room name that you create locally, and the file path to the class files on your host machine (codebase URL).

There is no customization tool, per se, that is included with the server software package itself that is tailored specifically to your configuration of the chat server. Instead, we provide a "universal" tool within our server documentation that can be accessed and utilized by any of our customers.

## Connection Controls

## Connection Controls

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Display Admin User names on top of user list
2. Firewall-enable your ParaChat room using HTTP tunneling
3. Enable the Heartbeat option to keep your user connections alive
4. Display output of chat commands
5. Remove the Join/Leave message from within your ParaChat room
6. Specifies a particular URL to send a booted users
7. Enable a beep sound when a user enters a chat room
8. Enable a beep sound when a user leaves a chat room
9. Specifies the particular enter sound to use
10. Specifies the particular leave sound to use
11. Floats the chat room when a user enters the room
12. Changes the main chat window font size
13. Customize your ParaChat room to different languages
14. Customize the default wording for # users in room
15. Move the user list to the left or right hand side of your ParaChat room
16. Customize the default chat window component
17. Customize the Help button click through location
18. Customize the Help menu click through location in the admin console

### Display Admin User names on top of user list

**Parameter Name:**

`ctrl.AdminTop`

**Permitted Value:**

True or False

**HTML Configuration:**

`<param name="ctrl.AdminTop" value="true">`

**Feature Available With:**

**Hosted Solutions**

Basic



Advanced



Professional



**Server Solutions**

Enterprise



Event



Server



## Firewall-enable your ParaChat room using HTTP tunneling

**Parameter Name:**

**net.Protocol**

**Permitted Value:**

t:h

**HTML Configuration:**

<param name="**net.Protocol**" value="**t:h**">

Feature Available With:

**Hosted Solutions**

Basic



Advanced



Professional



**Server Solutions**

Enterprise



Event



Server



## Set a 5-minute pulse, or Heartbeat, to prevent idle users from being disconnected until they log out of a room

**Parameter Name:**

**net.Heartbeat**

**Permitted Value:**

true

**HTML Configuration:**

<param name="**net.Heartbeat**" value="**true**">

Feature Available With:

**Hosted Solutions**

Basic



Advanced



Professional



**Server Solutions**

Enterprise



Event



Server



## Display output of chat commands such as beep, heartbeat, chat and update



**Parameter Name:****ctrl.CommandQuiet****Permitted Value:**

true or false

**HTML Configuration:**<param name="**ctrl.CommandQuiet**" value="**true**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

**Remove the Join/Leave message from within your ParaChat room****Parameter Name:****ctrl.NoJoin****Permitted Value:**

true or false

**HTML Configuration:**<param name="**ctrl.NoJoin**" value="**true**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

**Specifies a particular URL to send a booted users****Parameter Name:****ctrl.BootPage****Permitted Value:**

any valid URL

**HTML Configuration:**<param name="**ctrl.BootPage**"  
value="**http://www.yourwebpage.com/termsofservice.html**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

### Enable a beep sound when a user enters a chat room

**Parameter Name:**

**cmd.BeepEnter**

**Permitted Value:**

true or false

**HTML Configuration:**

<param name="**cmd.BeepEnter**" value="**true**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

### Enable a beep sound when a user leaves a chat room

**Parameter Name:**

**cmd.BeepLeave**

**Permitted Value:**

true or false

**HTML Configuration:**

<param name="**cmd.BeepLeave**" value="**true**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

Specifies the particular enter sound to use

**Parameter Name:****cmd.EnterSound****Permitted Value:**

Sound List

**HTML Configuration:**<param name="**cmd.EnterSound**" value="**true**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

Specifies the particular leave sound file to use

**Parameter Name:****cmd.LeaveSound****Permitted Value:**

Sound List

**HTML Configuration:**<param name="**cmd.LeaveSound**" value="**true**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

Floats the chat room when a user enters the room

**Parameter Name:****cmd.Float****Permitted Value:**

true

**HTML Configuration:**<param name="**cmd.Float**" value="**true**">**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

## Changes the main chat window font size

**Parameter Name:**

**cmd.FontSize**

**Permitted Value:**

number

**HTML Configuration:**

<param name="**cmd.FontSize**" value="**12**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

## Customize your ParaChat room to different languages

**Parameter Name:**

**ctrl.Language**

**Permitted Value:**

spanish.conf,  
portuguese.conf,  
german.conf,  
italian.conf,  
french.conf

**HTML Configuration:**

<param name="**ctrl.Language**" value="**spanish.conf**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

### Customize the default wording for # users in room

**Parameter Name:**

**ui.UserCount**

**Permitted Value:**

true

**HTML Configuration:**

<param name="**ui.UserCount**" value="**user(s) in**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

### Move the user list to the left or right hand side of your ParaChat room

**Parameter Name:**

**ui.UsersLeft**

**Permitted Value:**

"false" = User list on right side

**HTML Configuration:**

<param name="**ui.UsersLeft**" value="**false**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

### Customize the default chat window component

**Parameter Name:**

**ui.ChatWindow**

**Permitted Value:**

PlainText or MegaText

**HTML Configuration:**

<param name="**ui.ChatWindow**" value="**MegaText**">

**Feature Available With:**

**Hosted Solutions**

Basic	✓
Advanced	✓
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

## Customize the Help button click through location

**Parameter Name:**

**ui.HelpPage**

**Permitted Value:**

Any URL

**HTML Configuration:**

<param name="**ui.HelpPage**" value="**http://www.parachat.com/helpdesk**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

## Customize the Help menu click through location in the admin console

**Parameter Name:**

**ui.admin.Help**

**Permitted Value:**

Any URL

**HTML Configuration:**

<param name="**ui.admin.Help**" value="**http://www.parachat.com/helpdesk**">

**Feature Available With:**

**Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

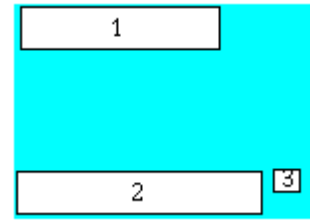
Enterprise	✓
Event	✓
Server	✓

# Image Panels

## Introduction

The ParaChat Java Client is capable of displaying GIF and JPEG banners in three areas on the chat panel.

- The "Upper Panel" on the top left (325x60 pixels or less)
- The "Lower Panel" on the bottom left (500x60 pixels or less)
- The "Logo Button" on the bottom right (88x31 pixels or less)  
Size Limit: under 15k



All three ad panels behave identically and are rendered and controlled by the same code.

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These buttons are capable of displaying images in the GIF and JPEG format. When creating banner images it is best not to save them as dithered. Dithering might create a blinking effect in the image.

The panels are responsible for retrieving and displaying the image, directing click-through (if running within a browser), and performing a "special effect" when displaying the next image in a rotation. Each image can be displayed for a specified number of seconds and there is some degree of control over how that image should be displayed (e.g. whether or not to cache the image).

The panels are controlled by script files. Each script file is typically one line long (all later lines are currently ignored). The information on the one line gives the chat client the location of the image and the URL to go to upon clicking. The script file can also tell the panel how long to display an image, whether or not to flush the image cache, and what script to display subsequently.

ParaChat first looks for panel scripts specific to the chat room/channel provided in the applet parameters. If a room-specific script is not found, ParaChat looks for the default script.

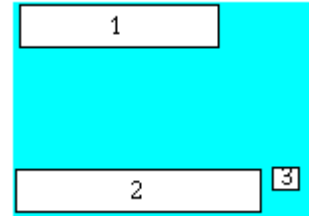
1. Customizing Image Panels Using Your Browser Serving To Individual Rooms
2. Removing Banner Panels
3. Serving Images Server-Wide
4. Panel Script Files
5. Search Order for Panel Script Files
6. Examples

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The ParaChat Java Client is capable of displaying GIF and JPEG banners in three areas on the chat panel.

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These buttons are capable of displaying images in the GIF and JPEG format. When creating banner images it is best not to save them as dithered. Dithering might create a blinking effect in the image.

The panels are responsible for retrieving and displaying the image, directing click-through (if running within a browser), and performing a "special effect" when displaying the next image in a rotation. Each image can be displayed for a specified number of seconds and there is some degree of control over how that image should be displayed (e.g. whether or not to cache the image).

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ParaChat first looks for panel scripts specific to the chat room/channel provided in the applet parameters. If a room-specific script is not found, ParaChat looks for the default script.

1. Customizing Image Panels Using Your Browser Serving To Individual Rooms
2. Removing Banner Panels
3. Serving Images Server-Wide
4. Panel Script Files
5. Search Order for Panel Script Files
6. Examples

## Customize Image Panels Using Your Web Browser

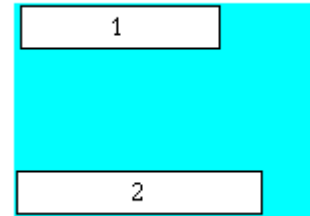


You can update the images and click-through locations for your image panels using the Admin Pages for the upper and lower panels. If you would just like to remove the blank image areas you can remove the image panels and have that space used for the chat room itself.

- ✦ The "Upper Panel" on the top left
- ✦ The "Lower Panel" on the bottom left

### Image sizes:

- The "Upper Panel" on the top left (325x60 pixels or less)
- The "Lower Panel" on the bottom left (500x60 pixels or less)  
Size Limit: under 15k



All three ad panels behave identically and are rendered and controlled by the same code.

### Step 1.

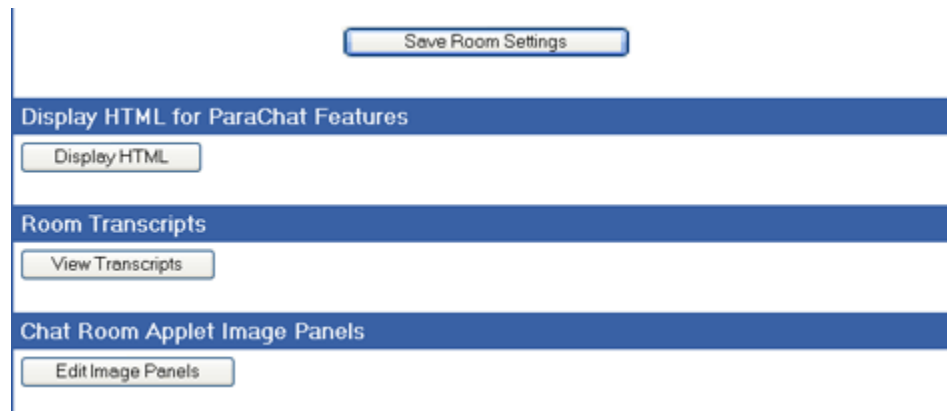
Log into your Admin Pages.

### Step 2.

From the Groups settings page, select the room where want to edit the image panels, and click the 'Edit' button.

### Step 3.

You will be brought to a page that contains your room settings. To enter the image panel area, click on the 'Edit Image Panels' button. You will be brought to the Image Panel customization page.



### Step 4.

In the 'Image URL' field enter the URL of the image you wish to upload.

Image URL Sample Format: <http://www.parachat.com/images/logo.gif>

### Step 5.

In the 'Click-Thru URL' field, enter the URL of the destination webpage for that image.

Click-Through URL Sample Format: <http://www.parachat.com>

The screenshot shows the 'Upper Image Panel Graphic' configuration page. At the top is a breadcrumb trail: Home > Group Administration > Edit Group Demo > Edit Room #Demo\_Room > Image Panels. Below this is a blue header bar with the title 'Upper Image Panel Graphic'. The main content area has a blue border and contains the following text: 'If no values are specified here, the room will use the default values defined by the server administrator.' followed by 'Current Setting for Room \*#Demo\_Room\*' and '(no script)'. Below this is the section 'Change Upper Image Panel' which contains two input fields: 'Image URL' with the value 'http://www.parachat.com/images/logo.gif' and 'Click-Thru URL' with the value 'http://www.parachat.com/'. At the bottom of this section is a button labeled 'Update Panel Image'. Below the main content area is another blue header bar with the title 'Lower Image Panel Graphic'.

**Step 6.**

Click on 'Update Panel Image', and your new image gets uploaded.

**Step 7.**

Repeat steps 4 thru 6 for the lower image panel if you wish to have an image displayed in the lower image panel area.

The screenshot shows the 'Lower Image Panel Graphic' configuration page. It has a similar layout to the upper panel page. The breadcrumb trail is the same. The blue header bar is titled 'Lower Image Panel Graphic'. The main content area contains the same disclaimer and current setting information. The 'Change Lower Image Panel' section has two empty input fields for 'Image URL' and 'Click-Thru URL'. At the bottom of this section is a button labeled 'Update Panel Image'. Below the main content area is a blue header bar titled 'Back To Your Room', which contains a button labeled 'Back To Room #Demo\_Room'.

**Step 8.**

Exit and navigate to the page which contains your chat room so you can see the images in action.

Remember to always refresh or exit/restart the browser after a image change so you do not get a cached version and you are able to see the change!

**Remove lower image panel****Parameter Name:**`ctrl.LowerAd`**Permitted Value:**`false`**HTML Configuration:**`<param name="ctrl.LowerAd" value="false">`**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

**Remove upper image panel****Parameter Name:**`ctrl.UpperAd`**Permitted Value:**`false`**HTML Configuration:**`<param name="ctrl.UpperAd" value="false">`**Feature Available With:****Hosted Solutions**

Basic	✗
Advanced	✗
Professional	✓

**Server Solutions**

Enterprise	✓
Event	✓
Server	✓

**Remove lower button panel**

**Parameter Name:**`ctrl.LogoAd`**Permitted Value:**`false`**HTML Configuration:**`<param name="ctrl.LogoAd" value="false">`**Feature Available With:****Hosted Solutions**

Basic



Advanced



Professional

**Server Solutions**

Enterprise



Event



Server



## Serving Images Server-Wide

Individual script files are responsible for calling different images, and for assigning rotation rates, click-through URL, etc. For example, the Lower Panel will first look to the

```
"...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\RoomName\start_lp.ups"
```

file for an image and instructions on what to do with the image. If it doesn't find one, it looks for a default in

"...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\default\_lp.ups" file for an image and instructions (default\_lp.ups stands for default\_LowerPanel.ups). The same process exists for each of the 3 banner panels on the ParaChat interface.

To upload images to run in the Lower Panel of every room that you create on the server, follow these steps:

**Step 1.** Place the image file (i.e. image.gif) you want to run in the Lower Panel (maximum pixel size 500x60) into the following directory:

```
...\Program
Files\ParaChat\ParaChat570\httpd\pchat\classes\scripts\images
```

**Step 2.** Change the default\_lp.ups file to look for this image, and set the instructions. A sample of the default\_lp.ups script file might look like this:

```
img images\image.gif ct http://www.parachat.com del 4 nxt
scripts\demo_lp1.ups
```

You can break this script into 5 sections, or 5 different instructions:

**Step 2.1. img**

The URL of the image to display relative to the applet code base. To start from the server document base, begin the URL with a '\.

**Step 2.2. images\image.gif**

The script file tells the applet to look for "image.gif" in the images directory (or ..\ParaChat\ParaChat570\httpd\pchat\classes\scripts\images).

**Step 2.3. ct http://www.parachat.com**

ct = click-through. This portion of the script assigns a click-through URL to "image.gif" of <http://www.parachat.com>

#### Step 2.4. del 4

The number of seconds to delay before showing the next image. (see "nxt")

#### Step 2.5. nxt scripts\demo\_lp1.ups

The URL relative to the applet code base of the next image script. This is where the applet will look for the next script file that has instruction on what image to serve next (if any), click-through URL, rotation rate, etc. Demo\_lp1.ups could also be called default\_lp2.ups, or whatever name you would like to assign.

After image.gif, with a click-through address of <http://www.parachat.com> is served in the chat room for 30 seconds, the server will look to the next script file (default\_lp2.ups) for the next set of instructions. For example, the default\_lp2.ups script file might look like this:

```
img images\image2.gif ct http://www.parachat.com/free
del 30 nxt scripts\default_lp.ups
```

Now, the applet will search for the next image, image2.gif, with a click-through URL of <http://www.parachat.com/free>, which will be served for 30 seconds before going to the next script file, if there is one. The sample above points to the original script file. In this example, we have rotated 2 images (image.gif and image2.gif) each for 30 seconds, each with different URLs. If you have only one image to serve, you would simply remove this part of the script:

```
nxt scripts\default_lp.ups
```

...since there is no next image.

#### Step 3. Learn more about Panel Script Files

## Panel Script Files

A panel script file consists of a single line comprised of key-value pairs separated by spaces. The only required key is 'img.'

Key	Meaning
img	The URL of the image to display <b>relative to the applet code base</b> . To start from the server document base, begin the URL with a '/' just as in an HTML document.

There are also several optional key words that you can use to control the behavior of the panels.

Key	Meaning
ct	The URL to click through to. (i.e. display upon clicking)
del	The number of seconds to delay before showing the next

	image. (see "nxt")
nxt	The URL <b>relative to the applet code base</b> of the next image script.
fl	Set to TRUE to flush the image before displaying and to force a new image download. Normally, images are cached.
ani	Set to TRUE if this is a multi-frame image you want displayed as a multi frame image. Normally, only the first frame is displayed. Note that the only browser that can display multi-frame images is Netscape 4.x and that image quality is poor.
trn	The image transition used to go to the next panel. Choose <b>tear</b> , <b>column</b> or <b>fade</b> or create your own using Java classes (see below).
msg	Text message to appear when user clicks a panel. Example: img images/banner.gif msg "Thank you for visiting our sponsor." ct http://banner.advertiser.com

For most non-rotation applications, the script file is a single line:

```
img url-of-the-image-relative-to-applet-codebase ct url-to-click-thru-to
```

For rotating banner displays, add the del and nxt parameters on the same line (after the img and ct pairs) as follows:

```
del seconds-to-delay-before-showing-next nxt next-display-script
```



**HINT:** the nxt and img urls are relative to the applet code base and are treated as if they were embedded in an HTML file in the applet codebase directory. If the webserver document base is in a directory called serverdocbase, and the applet codebase is in serverdocbase/pchat/classes and the image you want to display is called "banner01.gif" in the same classes directory, you would use "banner01.gif" as the relative URL. If instead, the banner is in serverdocbase/pchat/images directory, you need to specify the URL as "/pchat/images.banner01.gif"

You may need to contact your web server administrator to determine the document base.

### Search Order for Panel Script Files

When the applet is started, it runs the panel display managers as separate, lower-priority background threads (one thread per panel). The panels search for a script file to run relative to the ParaChat client applet code base.

The logo button looks for a script in a file called "scripts/button1.btn". The Upper Panel looks for a script in a file called "scripts/RoomName/start\_up.ups." If it doesn't find one, it looks for a default in "scripts/default\_up.ups."

The Lower Panel looks for a script in a file called "scripts/RoomName/start\_lp.ups." If it doesn't find one, it looks for a default in "scripts/default\_lp.ups".

For Lower and Upper Panels, RoomName is the name of the room that is passed to the applet as a parameter (called Channel). If the room name begins with #, the # sign is removed before looking for the script file.

## Examples

### Simple Example, no rotation

- There is a button called b.gif and upper and lower gifs called u.gif and l.gif respectively.
- The GIFs should be displayed in a room called #dogs.
- The button should click through to <http://www.mysponsor.com> and the bottom URL to <http://banner.advertiser.com>.
- The top panel should not be clickable at all.
- There is a subdirectory of the classes directory called "images" that contain these three image files.

...\Program

Files\ParaChat\ParaChat570\httpd\pchat\classes\scripts\button1.btn

```
img images/b.gif ct http://www.mysponsor.com
```

...\Program

Files\ParaChat\ParaChat570\httpd\pchat\classes\scripts\dogs\start\_up.ups

```
img images/u.gif
```

...\Program

Files\ParaChat\ParaChat570\httpd\pchat\classes\scripts\dogs\start\_lp.ups

```
img images/l.gif ct http://banner.advertiser.com
```

### Example using a 3-ad rotation

- The name of the room is #Computers.
- All rooms should display a default lower banner ad that rotates between three different images.
- Each room should display its own top panel gif (located in a file called images/Computers.gif which is a subdirectory of the applet code base).
- No logo button will be displayed.
- There is no file called scripts/button1.btn.

To establish the top panel, create a directory called Computers in the scripts directory, and place in it the following file:

...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\Computers\start\_up.ups

```
img images/Computers.gif
```

	Image	Click Thru URL	Display Time	Transition Effect
ad 1	images/ad1.gif	<a href="http://www.ad1.com">http://www.ad1.com</a>	60 sec	Tear
ad 2	images/ad2.gif	<a href="http://www.ad2.com">http://www.ad2.com</a>	60 sec	Column
ad 3	images/ad3.gif	<a href="http://www.ad3.com">http://www.ad3.com</a>	30 sec	Fade

Create a file for each ad.

1. default\_lp.ups (for the first, default, ad)
2. ad2.ups (for the second ad)
3. ad3.ups (for the third ad)

...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\default\_lp.ups

```
img images/ad1.gif ct http://www.ad1.com del 60 nxt  
scripts/ad2.ups trn Tear
```

...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\ad2.ups

```
img images/ad2.gif ct http://www.ad2.com del 30 nxt  
scripts/ad3.ups trn Column
```

...\ParaChat\ParaChat570\httpd\pchat\classes\scripts\ad3.ups

```
img images/ad3.gif ct http://www.ad3.com del 30 nxt  
scripts/default_lp.ups trn Fade
```

## Customize Buttons

## Customize Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Main Chat Applet
2. Image Buttons
3. Control Panel Buttons & Options
4. Moderation Buttons
5. Menu Items
6. Pop-up Password Entry

## Main Chat Applet

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Accept button
2. Customize the text in the Connect button
3. Customize the text in the Exit button



4. Customize the text in the Ignore button
5. Customize the text in the Log off button
6. Customize the text in the Connect button
7. Customize the text in the Private button
8. Customize the text in the Rooms button
9. Customize the text in the Send button
10. Customize the text in the Users button
11. Customize the text in the User Info button
12. Customize the text in the Surf button

## Image Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Replace text buttons with Images buttons

## Control Panel Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Other Colors button
2. Customize the text in the Create button
3. Customize the text in the Exit button
4. Customize the text in the Go To Room button
5. Customize the text in the See More Images button
6. Customize the text in the Join Selected Room button
7. Customize the text in the More button
8. Customize the text in the Refresh button
9. Customize the text in the Enter Room button
10. Customize the text in the Send Message button
11. Customize the text in the Search button
12. Remove the Go To Room button
13. Remove the Page Admin button

## Moderation Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Fetch button
2. Customize the text in the Previous button
3. Customize the text in the Next button
4. Customize the text in the Answer button
5. Customize the text in the Edit button
6. Customize the text in the Forward button
7. Customize the text in the Forward To button
8. Customize the text in the Post button
9. Customize the text in the Gag button
10. Customize the text in the Delete button
11. Enable Answer Key to act as "return" instead of submitting text
12. Enable Post Key to act as "return" instead of submitting text
13. Other Moderation Customizations

## Menu Items

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Delete All menu
2. Customize the text in the View Ignored Users menu

## Remove Buttons

## Remove Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Remove the Bold button
2. Remove the Clipboard button
3. Remove the Color button
4. Remove the Controls button
5. Remove the Float button

6. Remove the Help button
7. Remove the Ignore button
8. Remove the Italic button
9. Remove the Logoff button
10. Remove the Private button
11. Remove the Rooms button
12. Remove the Send button
13. Remove the Search button
14. Remove the Smile button
15. Remove the Sound button
16. Remove the Surf button
17. Remove the Users button
18. Remove the User Info button

## Remove Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Remove the Bold button
2. Remove the Clipboard button
3. Remove the Color button
4. Remove the Controls button
5. Remove the Float button
6. Remove the Help button
7. Remove the Ignore button
8. Remove the Italic button
9. Remove the Logoff button
10. Remove the Private button
11. Remove the Rooms button
12. Remove the Send button
13. Remove the Search button
14. Remove the Smile button
15. Remove the Sound button
16. Remove the Surf button
17. Remove the Users button
18. Remove the User Info button

## Front Door Text

## Front Door Text

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room

1. Remove the Your Full Name [optional] field
2. Remove the Your Password [optional] field
3. Remove the Email Address [optional] field
4. Customize the text in the User Name [required] area
5. Customize the text in the Your Full Name [optional] area
6. Customize the text in the Your Password [optional] area
7. Customize the text in the Email Address [optional] area

## Front Door Text

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room

1. Remove the Your Full Name [optional] field
2. Remove the Your Password [optional] field
3. Remove the Email Address [optional] field
4. Customize the text in the User Name [required] area
5. Customize the text in the Your Full Name [optional] area
6. Customize the text in the Your Password [optional] area
7. Customize the text in the Email Address [optional] area

## Control Panel

## Control Panel Customization Options

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Control Panel Tabs
2. Control Panel Buttons

3. Control Panel Fields
4. Customize Color Labels
5. Customize Audio Options
6. Remove Graphic Emoticons
7. Remove Control Panel Tabs
8. Remove Room Creation Commands

## Control Panel Tabs

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the About Tab
2. Customize the text in the Color Tab
3. Customize the text in the Create Tab
4. Customize the text in the Font Tab
5. Customize the text in the Icons Tab
6. Customize the text in the Rooms Tab
7. Customize the text in the Settings Tab
8. Customize the text in the User Tab
9. Customize the height size of the control panel
10. Customize the width size of the control panel

## Control Panel Buttons

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Other Colors button
2. Customize the text in the Create button
3. Customize the text in the Exit button
4. Customize the text in the Go To Room button
5. Customize the text in the See More Images button
6. Customize the text in the Join Selected Room button
7. Customize the text in the More button
8. Customize the text in the Refresh button
9. Customize the text in the Enter Room button

10. Customize the text in the Send Message button
11. Customize the text in the Search button
12. Remove the Go To Room button
13. Remove the Page Admin button

## Control Panel Fields

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text "Beep on Enter"
2. Customize the text "Beep on Exit"
3. Customize the text "Tone on New Text" label
4. Customize the text "Block All Private"
5. Customize the text "Double Space" label
6. Customize the text "Enter Room Name:"
7. Customize the text "Find User:"
8. Customize the text "Font Size Extra Large"
9. Customize the text "Font Size Large"
10. Customize the text "Font Size Medium"
11. Customize the text "Font Size Regular"
12. Customize the text "Font Size Small"
13. Customize the text "Heartbeat"
14. Customize the text "Hidden Room"
15. Customize the text "Join/Leave Message" label
16. Customize the text "Local Font Size"
17. Customize the text "My User Font"
18. Customize the text "Page Room Admin" label
19. Customize the text "Public Room"
20. Customize the text "Room/Number of Users:"
21. Customize the text "Text Font" label
22. Customize the text "Timestamp Messages"
23. Customize the text "Turn off Profile"
24. Customize the text "Users in room:(double click to chat)"
25. Customize the text "Window Color" label

## Customize Color Labels

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text for "Black"
2. Customize the text for "Blue"
3. Customize the text for "Cyan"
4. Customize the text for "Gray"
5. Customize the text for "Green"
6. Customize the text for "Magenta"
7. Customize the text for "Red"
8. Customize the text for "Violet"
9. Customize the text for "White"
10. Customize the text for "Yellow"

## Customize Audio Options

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize audio file names for enter sound
2. Customize audio file names for leave sound
3. Customize audio file names for new text entry

## Remove Graphic Emoticons & Hidden Rooms

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Delete various emoticons in the control panel list
2. Select the emoticons in the pop-up list

## Remove Control Panel Tabs

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Remove "Rooms" Tab
2. Remove "Create" Tab
3. Remove "Users" Tab
4. Remove "Color" Tab
5. Remove "Icons" Tab
6. Remove "Font" Tab
7. Remove "Settings" Tab

## Remove Room Creation Commands

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Keep room roaming ability but remove the ability for user created rooms
2. Remove the ability to create hidden rooms
3. To disable sub-rooms (user-created rooms)

## Private Chat

### Customize Private Chat

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize Beep check box text area
2. Customize Exit button
3. Customize Ignore check box text area
4. Customize Surf button
5. Customize Double check box text area

### Customize Private Chat

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize Beep check box text area
2. Customize Exit button



3. Customize Ignore check box text area
4. Customize Surf button
5. Customize Double check box text area

## Customize Messages

## Customize Messages

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Standard Chat Room Messages
2. Dynamic Room Roaming Messages
3. Moderation Messages
4. Clipboard Message

## Standard Chat Room Messages

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text message "Command Exception:"
2. Customize the text message "Connection failed:"
3. Customize the text message "Could not dynamically load code for command:"
4. Customize the text message "Disconnected:"
5. Customize the text message "Ignored:"
6. Customize the text message "has joined room"
7. Customize the text message "has left room"
8. Customize the text message "You logged off"
9. Customize the text message "You must enter an alpha-numeric room name."
10. Customize the text message "You will be contacted by operator ASAP."
11. Customize the text message "Request for Assistance."
12. Customize the text message "You have stopped ignoring"
13. Customize the text message "Type here"
14. Customize the text message "private chat with"
15. Customize the text message "Please wait while we load code to execute the command:"
16. Customize the text message "Loading Control Panel. Please wait.."

17. Customize the text message "Please wait while the admin console launches in a new window"
18. Customize the text message "Not connected. Click Connect button to reconnect"
19. Customize the text message "You have turned off private chat and will not receive any private chat"
20. Customize the text message "You will receive private chat again"

## Dynamic Room Roaming Messages

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text message "You are not logged in"
2. Customize the text message "Click Refresh button to get room list"
3. Customize the text message "You have entered a new room"
4. Customize the text message "User not found"
5. Customize the text message "No room name in text input field"
6. Customize the text message "Click an image to add to your chat message"

## Moderation Messages

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text message "Your question has been submitted."

## Clipboard Message

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text message "Highlight the text with your mouse, and use the CTRL-C keyboard command to copy."

## User Interface

### Chat Room User Interface

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Room and Chat Window Customizations
2. General Customization Options
3. Rooms/Users Component Customizations
4. Pop-up Password Customizations
5. Moderation Customizations

## Chat Window Customizations

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Enable small login/pop-up room - ParaChat SpaceSav-R™
2. Customize the width of your room
3. Customize the height of your room
4. Customize the room background color
5. Customize the room foreground color
6. Customize the main chat window - background color
7. Customize the main chat window - chat text color
8. Customize the main chat window - color of logged in user
9. Customize the main chat window - color of system messages
10. Customize the main chat window - color of URL links
11. Disable click-able URL
12. Customize the chat text input field - background color
13. Customize the chat text input field - chat text color
14. Customize the chat text input field - multi-line input
15. Customize the default chat window component
16. Remove the User Name label from "# of users" table
17. Remove the user count from chat client
18. Remove the Room Name from "# of users" table
19. Remove the chat text entry field and send button
20. Remove the "User List" field
21. Remove the "Room List" field
22. Move the user list to the left or right hand side of your room

## General Customization Options

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the color of the admin user name
2. Customize the Help button click through location
3. Customize the %help command click through location
4. Customize the Search button click through location
5. Customize your room to different languages
6. Customize the default wording for # user(s) in room
7. Remove the join/leave message
8. Move the user list to the left or right hand side of your room
9. Remove the function that a single click on a users name queries that user's info
10. Enable enter key as a text return in multi-line input instead of submitting text
11. Show room as a lobby entry point

## Rooms/Users Component Customizations

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the user list - background color
2. Customize the user list - color of users
3. Customize the user list - color of logged in user
4. Customize the user list - font size
5. Customize the user list - font
6. Set maximum number of users displayed in the users list
7. Customize the room list - background color
8. Customize the room list - color of rooms
9. Customize the room list - font size
10. Customize the room list - font
11. Set maximum number of rooms displayed in the rooms list
12. Customize the width of the users/rooms list

## Pop-up Password Entry

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize the text in the Cancel Button
2. Customize the text in the User Password Prompt
3. Customize the text in the Submitting User Password
4. Customize the text in the Submitting User/Room password button
5. Customize the label in user Password Prompt
6. Customize the label in user password prompt when name not available

## Moderation Customizations

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize questions color for moderated events - text color
2. Customize answers color for moderated events - text color
3. Customize the moderator's user name in the users list
4. Customize the speakers's user name in the users list
5. Enable Answer Key to act as "return" instead of submitting text
6. Enable Post Key to act as "return" instead of submitting text
7. Use single line input in Post dialog box
8. Customize the Moderation Buttons



# Database Authentication

## Authentication Types

### Auto Log-in (read your cookie)

No database connection needed, very easy to set up and this should be your first option.

### HTTP User Authentication (recommended)

You will need to create a database call from the chat server to a snippet of code on your server that contains the database.

### Java User Authentication

For advanced users

## Authentication Types

### Auto Log-in (read your cookie)

No database connection needed, very easy to set up and this should be your first option.

### HTTP User Authentication (recommended)

You will need to create a database call from the chat server to a snippet of code on your server that contains the database.

### Java User Authentication

For advanced users

## Auto Log-in (read cookie)

Auto-login of user names to the ParaChat client is accomplished through passing the user's name from a log in page on your site to the ParaChat client, or by reading a cookie and placing a user name into the ParaChat client applet HTML. Through some minor customization to the ParaChat applet HTML, the user will be passed directly to the ParaChat room without being required to log in directly to the ParaChat room.

For example, if you place ParaChat in a member area, and you require users to authenticate themselves to gain access to a member area, their user name can be passed to the ParaChat room without requiring a secondary log in. User authentication is a function of your webserver, and not of ParaChat. ParaChat is already configured to accept authenticated user names.

### Required Parameters

There are 2 essential parameters to add to the ParaChat client applet code to utilize auto-login. The parameters are:

```
<param name="ctrl.LoginOnLoad" value="true">
<param name="ctrl.Nickname" value="<user name variable>">
```

The ctrl.LoginOnLoad parameter tells the chat server to allow a user to be automatically logged in to the ParaChat room. The ctrl.Nickname parameter is where you will need to place a user's name that is read from the cookie. For example, if a user is logged into your site as "ParaChat", then the correct format for the ctrl.Nickname parameter after the cookie is read would be:

```
<param name="ctrl.Nickname" value="ParaChat">
```

A live sample of the Auto-login feature is available in the Samples area on our site. Please visit <http://www.parachat.com/samples/prosample12.html>. Although this sample uses Javascript to pass the user name through the URL and into the chat room on the next page, any scripting method that you currently use to pass user information from page to page can be implemented.

### Optional Parameters

There are 3 optional parameters to add to the ParaChat client applet code to utilize auto-login. The parameters are:

```
<param name="ctrl.EmailAddr" value="<user's email or other
info>">
<param name="ctrl.RealName" value="<user's name or profile>">
<param name="ctrl.Password" value="<user's password>">
```

## HTTP User Authentication (recommended)

### Overview

By default ParaChat server authenticates user logins based on ParaChat's own user profiles. User profiles are stored under **"users"** directory, with one profile per user. A user login is successful when the user's profile is found under "users" directory and the password user entered matches the password in the profile file.

An admin user is created when ParaChat is installed. This user name is called "admin" with profile stored as **"admin.profile"** in the **"users"** directory.

#### The data flow of user authentication in this case looks like:

1. User enters name and password in chat applet of a web browser.
2. Chat server looks up local file system.
3. Chat server responds with Success or Failure of login.

ParaChat HTTP user authentication is designed to authenticate users whose profiles are stored in an external database. A third party provides a URL for ParaChat. ParaChat uses that URL for authentication. By default, ParaChat server looks up local user profiles under "users" first before attempting HTTP authentication.



**The authentication with HTTP follows these steps.**

1. User enters name and password in chat applet of a web browser.
2. Chat server looks up local file system. If user is found, authentication is done. Otherwise, go to step 3.
3. Chat server connects to a server using a URL with user name and password.
4. Chat server gets a reply from the server with authentication status such as Success or Failure.

### User Name Case Sensitivity

User names are case insensitive by default. When you create users manually under ParaChat server directory "users", make sure the file names are all in lower case. This applies mainly to Unix systems as Windows file systems are case insensitive.

### A Quick Example

Here is a quick example of how to set up a ParaChat server to run HTTP user authentication.

#### Step 1. Install ParaChat Server.

**Step 2.** Open `./config/pchatd.conf` in a text editor, and put these 2 lines at the end of the file

(No leading or trailing spaces).

```
pchatd.UserAuth.class=paralogic.auth.WebUserAuth
pchatd.UserAuth.Web.AuthURL=http://parachat.com/cgi-
bin/webAuth/auth.cgi
```

#### Step 3. Restart ParaChat server.

Now ParaChat server uses this URL for user authentication.

```
http://parachat.com/cgi-bin/webAuth/auth.cgi
```

For example, to authenticate user "dummy" with password "secret", it sends this URL to parachat.com

```
http://parachat.com/cgi-
bin/webAuth/auth.cgi?user=dummy&pass=secret
```

The parachat.com web server returns

```
Result=Success
```

If you try the above authentication with an invalid password:

```
http://parachat.com/cgi-
bin/webAuth/auth.cgi?user=dummy&pass=secret5
```

The parachat.com web server returns

```
Result=WrongPassword
```

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If you try the above authentication with an invalid user name:

```
http://parachat.com/cgi-bin/webAuth/auth.cgi?user=dummy1&pass=secret
```

The parachat.com web server returns

```
Result=UserNotFound
```

The sample database has one user only.

### Set up Your Own HTTP User Authentication

To set up your own HTTP user authentication using your own database, you need to provide ParaChat server a URL. Typically, you need to set up a web server and write a CGI program which connects to your own database and does the authentication. Refer to ParaChat sample code below for your implementation.

1. Test Cases
2. CGI in perl
3. CGI lib in perl

This table summarizes what your CGI program is supposed to return.

Return String	Meaning
Result=Success	User is a member. Authentication is successful.
Result=UserNotFound	User is not in database. i.e. not a member.
Result=WrongPassword	User is in database. The password is wrong.
Result=Error	Internal error. User login to a ParaChat room is denied.

Once you have tested your CGI program, it is very simple to integrate it with ParaChat server. Follow these steps. Suppose your URL is

```
http://my_host_name.com/cgi-bin/parachatAuth.cgi
```

If the web server is on the same machine as ParaChat server, you can use localhost,

```
http://localhost/cgi-bin/parachatAuth.cgi
```

**Step 1.** Install ParaChat Server. If it is installed and is running, shut it down.

**Step 2.** Open ./config/pchatd.conf in a text editor, and put these 2 lines at the end of the file

(No leading or trailing spaces).

```
pchatd.UserAuth.class=paralogic.auth.WebUserAuth
pchatd.UserAuth.Web.AuthURL=http://my_host_name.com/cgi-bin/parachatAuth.cgi
```

**Step 3.** Restart ParaChat server.

### How to Make a Members only Chat Room

By default, a chat room allows non-member logins. That is to say, if a user is not found in "users" directory and is not in the external database, the user is allowed to login and chat. Members are still protected this way by password.

To make a room for members only, add this to the room you want to restrict to members only.

```
passwd.required=true
```

For more details, refer to roomname.profile

### Cookie Authentication

Authentication based on a cookie is allow possible. It is up to the CGI program to validate a cookie. There are 3 parameters passed to the authentication URL:

```
"user"  
"pass"  
"cookie"
```

Example:

```
http://parachat.com/cgi-  
bin/webAuth/auth.cgi?user=someone&pass=xxx&cookie=donotcare
```

Cookie authentication is more involved. Typically, this is what happens.

**Step 1.** A user signs in to a web site.

**Step 2.** A user goes to a chat page.

**Step 3.** The web server for the site generates that chat page dynamically. It writes the user name, user cookie and auto-login config to ParaChat applet code in the page.

**Step 4.** User name and user cookie are sent to ParaChat server. It may also send password if there is one.

**Step 5.** Chat server looks up local file system. If the user is found, authentication is done. Otherwise, go to step 6.

**Step 6.** Chat server connects to a server using a URL with user name, password and cookie.

**Step 7.** Chat server gets a reply from the server with authentication status such as Success or Failure.

### Authentication on ParaChat Web Based Admin Pages

ParaChat HTTP user authentication is a simple way of authenticating users in an external database in a read-only mode. Usually you have your own user interface for creating, editing, and deleting users in the external database.

ParaChat server has a set of web based admin pages that a super user manages users. The URL looks like:

```
http://your_host_name:7877/plynx/parachat/index.lhtml
```

When ParaChat server is configured to user HTTP authentication, the web based admin pages still work with the users stored under "users" directory. The web based admin pages does not write to the external database.



**HINT:** when you create a new user on web based admin pages, you have blocked the same user name in the external database as local users are looked up first. For example, "admin" is created when ParaChat is installed. If you have a user called "admin" in the external database, you may want to rename the local "admin". To do this, simply change the file name of "admin.profile" to a different file name, for instance, "parachatadmin.profile".

## Java User Authentication

By default ParaChat server authenticates user logins based on ParaChat's own user profiles. User profiles are stored under "**users**" directory, with one profile per user. A user login is successful when the user's profile is found under "**users**" directory and the password user entered matches the password in the profile file.

An admin user is created when ParaChat is installed. This user name is called "admin" with profile stored as "**admin.profile**" under "**users**" directory.

The data flow of user authentication as is follows

1. User enters name and password in chat applet of a web browser.
2. Chat server looks up local file system.
3. Chat server responds to the applet with Success or Failure of login.

ParaChat user authentication interface is designed to provide an interface in Java for authenticating external users. For example, you may want to authenticate users stored in a database, or users in a directory service such as LDAP and Microsoft Active Directory Service.

In this case, the authentication flow is as follows.

1. User enters name and password in chat applet of a web browser.
2. Chat server looks up local file system. If user is found, authentication is done. Otherwise, go to step 3.
3. Chat server retrieves user data with an authentication module which implements ParaChat user authentication interface.
4. Chat server decides whether authentication is successful based on the user data obtained in step 3.

### User Name Case Sensitivity

User names are case insensitive by default. When you create users manually under ParaChat server directory "users", make sure the file names are all in lower case. This applies mainly to Unix systems as Windows file systems are case insensitive.

### ParaChat User Authentication Interface

The java interface can be found here.

### Setup of an External User Authentication

First, we will show you the steps you need to go through to set up an external user authentication, supposing you have implemented this interface. We go into some greater details of implementation by using an example in the next section.

Suppose the external user authentication you have implemented is:

```
"com.parachat.database.DatabaseUserAuth"
```

This class is the entry point. Usually you have more class files for this implementation bundled in the same package "com.parachat.database". Suppose you put them into a jar file as "database.jar".

#### Step 1. Install ParaChat Server.

**Step 2.** Open "config/pchatd.conf" file in a text editor. Find "# Add your new config below." and add this line

```
pchatd.UserAuth.class=com.parachat.database.DatabaseUserAuth
```

This tells the ParaChat server to use this class "DatabaseUserAuth" for user authentication.

**Step 3.** Update Java class path so that this new class can be loaded.

#### Unix/Linux

1. Open "parachatd.sh". Find comment below, and update the "zipname".
2. **Note:** "database.jar" is the package you have provided.
3. # parachat Java classes

```
zipname=chat500.jar:database.jar
```

#### Windows

1. Place "database.jar" into directory "ParaChat570".
2. Open "install\_service.bat" under "ParaChat570"
3. Add this right after "set pJar=chat500.jar"

```
set dbJar=database.jar
```

4. Edit this line:

```
ParaService.exe -i -  
  
Djava.class.path="%my_pwd%\%pJar%"  
  
wrkdir="%my_pwd%"
```

5. Change it to:

```
ParaService.exe -i -  
  
Djava.class.path="%my_pwd%\%pJar%;%my_pwd%\%db  
Jar%" wrkdir="%my_pwd%"
```

If you have trouble setting up the class path, try to hard code Djava.class.path. On Windows, the format is:

```
classpath1;classpath2...
```

See this page for more details.

<http://java.sun.com/j2se/1.3/docs/tooldocs/win32/classpath.html>

**Step 4.** Shut down the ParaChat server and restart it. If you run it as a Windows service, you need to do the following:

1. Shut down server.
2. Un-install ParaChat service.
3. Install ParaChat service.
4. Start ParaChat service.

### ParaChat User Authentication Implementations

ParaChat server is distributed with 2 implementations of user authentication. One is HTTP authentication which is a simple way of accessing an external user source. It is adequate for low usage of ParaChat server. Details can be found here: HTTP User Authentication (recommended implementation)

The other implementation is user authentication by a user database via JDBC. This section is focused on this implementation. For more about JDBC, see <http://java.sun.com>.

Open "config/pchatd.conf" file in a text editor. Find "# Add your new config below." and add these lines.

```
# database config  
pchatd.UserAuth.class=com.parachat.database.DatabaseUserAuth  
pchatd.UserAuth.database.DriverClass=oracle.jdbc.driver.OracleDriver  
pchatd.UserAuth.database.ConnectionString=jdbc:oracle:thin:@123.456.789.000:1521:test  
pchatd.UserAuth.database.UserName=test  
pchatd.UserAuth.database.Password=secret
```

```
pchatd.UserAuth.database.Query=Select U.username as
"pchatd.login", U.password as "pchatd.password" From
user_table U where U.username=?
pchatd.UserAuth.database.Prepared=true
#pchatd.UserAuth.database.PasswordCaseSensitive=false
#pchatd.UserAuth.CaseSensitive=false
#pchatd.UserAuth.trace=true
#pchatd.UserAuth.database.Trace=true
```

The text in red is what we need to change. "oracle.jdbc.driver.OracleDriver" is the JDBC driver provided by your database vendor such as Oracle, MySQL, DB2, and MS SQL Server. In this case, it is an Oracle driver.

"pchatd.UserAuth.database.ConnectionString" specifies the connection string to database. This is also dependent on the database you use.

"pchatd.UserAuth.database.UserName" and "pchatd.UserAuth.database.Password" are the user name and password for connecting to the database.

"pchatd.UserAuth.database.Query" is the query to retrieve a user's password from database. In this case, the table in the database is called "user\_table" which has a column called "username" and a column called "password". This is a so called PreparedStatement in "java.sql" package. You should put one and only one question mark in the query.

Key	Value	Default
pchatd.UserAuth.class	Java class name of an implementation of user authentication interface	
pchatd.UserAuth.database.DriverClass	Database driver class	
pchatd.UserAuth.database.ConnectionString	Connection string to database	
pchatd.UserAuth.database.UserName	User name to connect to database	
pchatd.UserAuth.database.Password	Password to connect to database	
pchatd.UserAuth.database.Query	Query to get a user's password	
pchatd.UserAuth.database.Prepared	Whether query is a PreparedStatement	true
pchatd.UserAuth.database.PasswordCaseSensitive	Whether user passwords in database are case sensitive	true
pchatd.UserAuth.CaseSensitive	Whether user names in database are case sensitive. If case sensitive, user names are converted into lower case.	false
pchatd.UserAuth.trace=true	Whether to print debug info of user auth to standard out.	false
pchatd.UserAuth.database.Trace	Whether to print debug info of database user auth to standard out	false

Here is a sample config for a MySQL database. Note the user name and password are included in connect string.

```
# database config.
pchatd.UserAuth.class=com.parachat.database.DatabaseUserAuth
pchatd.UserAuth.database.DriverClass=com.mysql.jdbc.Driver
pchatd.UserAuth.database.ConnectionString=jdbc:mysql://hostnameO
rIP:3306/members?user=test&password=secret
#pchatd.UserAuth.database.UserName=test
#pchatd.UserAuth.database.Password=secret
pchatd.UserAuth.database.Query=Select U.username as
"pchatd.login", U.password as "pchatd.password" From
user_table U where U.username=?
pchatd.UserAuth.database.Prepared=true
#pchatd.UserAuth.database.PasswordCaseSensitive=false
#pchatd.UserAuth.CaseSensitive=false
#pchatd.UserAuth.trace=true
#pchatd.UserAuth.database.Trace=true
```

Before you restart your ParaChat server, you need to add your database driver classes to the class path. Usually your JDBC driver is provided as a jar file by your database vendor. To add your JDBC driver, follow the step 2 in section "Setup of an External User Authentication".

The package of "com.parachat.database" is already included in chat500.jar of ParaChat server by default.

### How to Make a Members only Chat Room

By default, a chat room allows non-member logins. That is to say, if a user is not found in "users" directory and is not in the external database, the user is allowed to login and chat. Members are still protected this way by password.

To make a room for members only, add this to the room you want to restrict to members only.

```
passwd.required=true
```

For more details, refer to: roomname.profile

### Authentication on ParaChat Web Based Admin Pages

ParaChat server has a set of web based admin pages that a super user manages users. The URL looks like,

```
http://www.your_host_name.com:7877/plynx/parachat/index.lhtml
```

When a ParaChat server is configured with user authentication interface, the web based admin pages still work with the users stored under "users" directory. The web based admin pages does not write to the external database.



**HINT:** when you create a new user on web based admin pages, you have blocked the same user name in the external database as local users are looked up first. For



example, "admin" is created when ParaChat is installed. If you have a user called "admin" in the external database, you may want to rename the local "admin". To do this, simply change the file name of "admin.profile" to a different file name, for instance, "parachatadmin.profile".



# GUI Admin Console

## GUI Admin Console

The ParaChat Room Administration Console offers an easy graphic user interface (GUI) to all administration, moderation and system control commands for a room.

### Starting the ParaChat Room Administration Console

Log into the room using the room administration username and password. As part of your login messages you will see

```
'You have room administration powers'
```

Type %admin and the ParaChat Room Administration Console will be loaded and started in a separate window (please see image below).

You can still see the chat room in the web browser window. For convenience, position and resize the Room Administration Console window if needed so that it is visible along with the chat room you are controlling.

You can now log into your chat room as a "Hidden" admin user. You will have all the functionality of your regular login, however you will be invisible to all other users. To enable this functionality log into the room using 2 underscores before your user admin user name.

Example: `__admin`

If you would like to log into your chat room and have your admin user name listed at the top of the user list in a unique color, you can log into your room using 2 periods before your admin user name.

Example: `..admin`

The Administration Console is a tabbed interface based on functionality. Click on a tab to get to the controls for the feature. The following list reflects the tabs in the same order as they appear in the Administration Console. Click on any of the links for more information.

**About** - Information on your system & server

**Configure** - Room Configuration commands

- Info - Welcome screen
- Topic - Set room topic
- Open/Close - Open or close room to visitors
- Transcripts - Start or stop logging for transcript of chat session
- Password - Set and remove Room password
- Profanity - Turn on and off the profanity filter

**User** - User control commands

- Info - User controls welcome screen
- Expel/Ban/Gag - Expel or ban user by name or IP address
- Remote Control
- Live Connect (TM)

**Messages** - Send a message to a single or all user(s)

**Cruise** - Make a single or all users surf automatically to specified URL

**Paging** - Set the target for the %page requests

**Moderation** - Set room moderation features

- Info
- Status
- Moderator
- Speaker

**Topic** - Set room topic

Just enter the new topic and click "Set". Note new topic is visible for any new user entering the room.

**Open/Close** - Open or close room to visitors

If the room is closed, click on Open to open the room. To close the room, enter the message users will see when they visit and the click on the Close button. When a room is closed, new users cannot enter the room but any existing users can remain in the room. If you want visitors currently in the room to leave, check the 'Also empty this room'

**Transcripts** - Start or stop logging for transcript of chat session

To generate transcripts from a ParaChat room, log into the room using your Group admin name and password, or an admin user name and password that has been designated for the room. Launch the GUI Admin Console by typing the following command into the room's text input field: %admin

To generate session-based chat transcripts, select the "Configure" tab, then the "Transcripts" tab. Enter a name for the transcript for that session, and press the START button. Each transcript requires a new name. However, if you assign the name of an existing transcript, that transcript log file is appended -- not over-written. The admin user who initiated the transcript must remain logged in for the duration of the session, or transcript logging will stop when they exit. When the session is over, click the STOP button to stop logging room content.

To generate chat transcripts automatically from the Admin Console, select the "Configure" tab, then the "Transcripts" tab. Under "Automatic Transcript Generation", click the START button to Start Continuous Logging. A single log file, called auto.log, will continually append until automatic transcript generation is manually stopped by clicking the STOP button. The administrator does not need to remain logged in for automatic transcript generation to continue.

The web-based Server Administration Pages may also be used to manage Automatic Transcript Generation, and to retrieve the transcripts that have been generated.

### Password - Set and remove Room password

Either enter a password and click on Set, or click on No Password to make the room accessible without a password.

### Profanity - Turn the Profanity Filter on & off

Turning the Profanity Filter ON will replace all words that are filtered by the chat server with "%%%" in the chat window. Turn the Profanity Filter OFF to prevent words from being filtered by the chat server.

### Expel/Ban - Expel or ban user by name or IP address

Either enter the user name or click on Get User to get the highlighted user name from the chat window. Check on options "also ban the IP address" and "also ban the entire C class IP range" and then click on "Ban/Expel" button to expel or ban the user.

### Gag

Allows you to have a user stay in the room, but none of their chat text is displayed in the room. Their text is displayed on their screen so they think that they are still annoying the room. However, they are not aware that their text is being blocked in the room and usually give up and leave without knowing that they have been "gagged".

### Remote Control

Execute chat commands on behalf of any user who is logged into the chat room. For example, the room admin can change the chat window properties (i.e. sounds, fonts, colors, font size, float, etc.) of another user's chat window.

An example of how to force a sound into the room would be to use the "OnConnect" command:

```
%beep play laugh.au
```

This would play the "laugh" sound to either the entire room or just to an individual user.

To add a new control to the "Remote Control" list and save it for future use, click "Add Control" then "Save to Server". To remove a control from the "Stored Control" list, click "Delete Control". To retrieve your list of stored controls, click "Load from Server".

### Here is a list of "OnConnect" commands:

%help	Prints available commands
%admin	Opens gui admin console. This requires room admin privileges
%beep play <soundfile.au>	Play audio sound in room when using gui admin console ( Sounds List )
%beep enter on	Play audio when a user joins room
%beep enter off	Do not play audio when a user joins room
%beep leave on	Play audio when a user leaves room
%beep leave off	Do not play audio when a user leaves room
%blockprivate	Block all private chat messages
%chat bgcolor <color>	Changes the back ground color of the main chat text area
%chat colors	Gives you a full list of available colors
%chat fgcolor <color>	Changes the foreground color of the main chat text area
%chat fontsize <integer>	Changes the fontsize in the main chat text area
%chat fontstyle [plain   bold   italic   bolditalic]	Changes the font style in the main chat text area

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%chat float <on/off>	Floats the chat window
%chat nl <on   off>	Adds a blank line in between chat messages
%ding audio <soundfile.au>	Turn on text tone, and specify an audio file to play ( Sounds List )
%ding beep	turn on text tone: beep
%ding off	Turn off text tone
%ding on	Turn on text tone
%heartbeat	Keep the connection to server alive
%heartbeat off	Turns the heartbeat off
%ignore	Ignores a user
%moderate	Opens the moderation console
%mycolor <color selection>	Change this user's color. ( Colors List )
%mystyle [plain   bold   italic   bolditalic]	Sets the default font style
%nojoin	turn off join/leave messages
%page	Sends a message to room admin that a user needs assistance
%sound <audiofile.au>	A command by admin to send a sound to the entire room
%timestamp	Timestamp every chat message
%update profile off	turn off profile on single click on a user name
%update profile on	turn on profile on single click on a user name
%update timestamp off	do not timestamp every chat message
%update timestamp on	same as "%timestamp", timestamp every chat message

### Live Connect (TM)

Send Live JavaScript commands to any user that is logged into the chat room. The JavaScript command is executed by the remote user's browser. Using this feature requires customization of the chat applet.

To enable this feature you will need to add MAYSCRIPT at the end of the <applet> tag.

Example:

```
<!-- Begin Chat Applet Code -->  
<applet codebase="http://pro5.parachatpro.com/pchat/pro5/classes"  
archive=pchat.zip code=ParaChat.class HEIGHT=400 WIDTH=600 MAYSCRIPT>  
.....
```

Then you can push a Javascript command like this:

```
window.open("http://cnn.com", "");
```

**Messages** - Send a message to a single user, or to all users.

This is especially useful for sending routine or common messages, which can be saved to the chat server for future reference. Either enter a message in the text box, or select the message from your pre-defined list. To send the message to a single user, highlight the user's name on the user list, select "To Highlighted User", and press "Send Message". To send the message to all users in the room, select "To Entire Room" and press "Send Message".

To add a new message to the "Stored Messages" list and save it for future use, click "Add Message" then "Save to Server". To remove a message from the "Stored Messages" list, click "Delete Message". To retrieve your list of Stored Messages, click "Load from Server".

**Cruise** - Force a new browser window to open to a specified URL.

This is especially useful for sending routine or common URLs, which can be saved to the chat server for future reference. Either enter a URL in the text box, or select the URL from your pre-

defined list. To send the URL to a single user, highlight the user's name on the user list, select "To Highlighted User", and press "Make them Cruise". To send the message to all users in the room, select "To Entire Room" and press "Make them Cruise".

To add a new URL to the "Stored URL List" and save it for future use, click "Add Item" then "Save to Server". To remove a message from the "Stored URL List", click "Delete Item". To retrieve your list of Stored URLs, click "Load from Server".

### Paging

Sets the user who will receive the requests when a room admin is paged from the Control Panel. By default, the room admin user is the target of Page requests.

You may change the target user to another user for when a room admin is paged from the Control Panel, but is not in the room. You can choose to save these settings or use them only for the current chat session. Enter a user name, or select a user from the User List, and click "Save target". This user will receive Page requests instead of the room admin. To retain this user as the target of Page requests, click "Save it for future sessions" before pressing "Save target".

### Moderation - Set room moderation features

**Status:** This lets you either set the room to moderated mode or remove the room from moderated mode.

**Add Speakers :** This lets you select a user or enter a user name and add it to the allowed list of speakers.

**Remove Speakers :** This lets you select a user or enter a user name and delete it from the allowed list of speakers.

1. Login as room admin
2. Login as "hidden" room admin
3. Login as room admin on top and in exclusive color
4. Check room status
5. Change Topic
6. Expel/Ban Users
7. Open or Close chat room
8. Log/Get transcript of chat session
9. Refresh/Update room configuration file
10. Setting room password
11. Room Moderation
12. Paging room operator/administrator
13. Push sounds into the chat room
14. List of commands

---

### 1. Login to your chat room with your admin username and password for the admin for that room.

Once you log in you will see the message

"You have room administration powers"



**HINT:** you will get this message after you are completely logged in and after all other login messages. You can use room admin commands only when logged in as a room admin

---

## 2. Login as "Hidden" Room Admin

Use the username and password issued to you when you ordered your room. If you would like to log in as a "Hidden" or "Lurking" admin user, add 2 underscore characters to the beginning of your admin name.

Example: `__myadminname`

Once you log in you will see the message

`"You have room administration powers"`

Your admin user name will not appear in the users list and will not be added to the room user count.



**HINT:** you will get this message after you are completely logged in and after all other login messages. You can use room admin commands only when logged in as a room admin

---

## 3. Login as room admin on top and in exclusive color

You will need to add a double period before the admin username, but your password will remain the same.

Example: `..admin`

Once you log in you will see the message

`"You have room administration powers"`

While you are logged into your room your admin user name will be displayed at the top of the user list in a unique color.



**HINT:** you will get this message after you are completely logged in and after all other login messages. You can use room admin commands only when logged in as a room admin.

---

## 4. Check room status



Use the following command typed into the text box at the bottom of the chat window.

```
%status
```

When you run the "%status" command it will give you a list of current room settings:

- If a room password is set
  - If the room is open or closed to users
  - The Group or Room size (number of concurrent users licensed)
  - If the profanity filter is turned on/off
  - If the room transcript are turned on/off
  - If the room text ad is active
  - What user is defined as "Page Admin"
- 

### 5. Change topic for your room

Use the following command typed into the usual type in text box at the bottom of the chat window.

```
/topic <your new topic text>
```

Example: to change topic to "Discussion on Foo's widgets" you would use the command

```
/topic Discussion on Foo's widgets
```

---

### 6. To expel those annoying users, use the /expel command

6.1 To get a help message on the syntax type:

```
/expel
```

6.2 To expel a user from the chat room for that session type:

```
/expel <username>
```

Example: to expel the user BadFooUser

```
/expel BadFooUser
```

This just expels them at that time but they can log back in with the same or another username so it is only effective in some cases.

6.3 To expel a user permanently from the IP address/ computer they are using, type:

```
/expel <username> banip
```

Example: to ban BadFooUser's computer so he/she can never log in using that computer IP address

```
/expel BadFooUser banip
```

This will not let them log back in with any username from the same computer/IP address. They could of course log back in from another computer/IP address (e.g dynamic IP address)

### 6.4 To expel all users from a particular ISP

```
/expel <username> banc
```

Example: to ban all IP addresses from BadFooUser's ISP

```
/expel BadFooUser banc
```

This would ban all users logging in from any IP address in the entire class C of IP addresses belonging to the user's ISP. This is more extreme and could be used to prevent all users from a particular ISP from logging in.

### 6.5 To expel users even when they are not logged in.

Example: if you receive complaints about offending users from someone and the user is not logged in (when you enter the room or they log off when you enter the room) you can use.

```
/expel _ip <IPaddress>
```

Example: to ban an IP address 192.168.1.10

```
/expel _ip 192.168.1.10
```



**HINT:** To un-ban someone, please use the Web-based admin interface to edit room profile information and remove the banned IP addresses.



**HINT:** Do not ban your own IP address or you will no longer be able to log back into the room as Room Admin!  
When an IP address is banned users logging in from that IP address get the following message

```
"You are connecting from an IP address that has been banned  
from usage of this room...."
```

---

## 7. Open and Close Chat Room

For those of you who would like to control when your chat room is used, e.g if you want it used only for scheduled chats or when you as the Admin is logged in, you can Open or Close your chat room for visitors. When the room is Closed, visitors cannot enter your chat room. You as the Admin can enter the room at any time.

### 7.1 Close your chat room by

```
/room close <message>
```

where <message> is the message you want your visitors to see when they visit your room when it is closed.

Example: `/room close` Next chat will be at 8.00pm E.S.T

Then a visitor trying to connect to your room during the time it is closed will see the message

```
Next chat will be at 8.00pm E.S.T
```

### 7.2 Open your room by

```
/room open
```

---

## 8. Log/ get transcript of your chat session.

The room admin command allows you to turn logging on (start recording of chat session) and logging off (stop recording chat session). This creates a log file within the server directory which can be retrieved as a HTML file via your browser.

### 8.1 To start the logging

```
/room log on <filename>
```

### 8.2 To stop the logging

```
/room log off
```

To prevent unchecked logging, logging is turned off automatically when the room admin logs off or gets disconnected from the chat room. To continue logging, log back in as the room admin and reenter the `/room log <filename>` command. Using the same filename appends to the file.

### 8.3 To display a list of available room transcripts

```
/room log list
```

### 8.4 To start auto transcripts

```
/room log auto
```

### 8.5 To stop auto transcripts

```
/room log stopauto
```

To enable the auto logging feature, you can use the Web-based room admin pages.

---

## 9. Refresh / Update room configuration file

The room reread command should be executed manually as a room admin command whenever you manually update the room profile file.

```
/room reread
```

---

### 10. Room password

The room password command allows you to set a password for the entire room, so users can pick any username but need to enter this password to enter the room. Room admins do not need to enter their room password (they would of course enter their own room admin account password to enter the room)

10.1 To set a room password or to change it

```
/room password <password>
```

Example:

```
/room password secretword
```

(This changes the room password to 'secretword')

10.2 To remove a room password

```
/room nopassword
```

---

### 11. Room Moderation

By default all rooms are un-moderated rooms and so anyone can speak at any time and be heard/seen by others.

You can also put the room in a moderated mode where only some designated speakers can speak and others can only listen.

This is done by using the command:

```
/room moderate <No speak message>
```

<No speak message> is the message that users who cannot speak see when they try to speak - it is an optional parameter.

Example:

```
/room moderate
```

The room is moderated, you do not have speaking privileges, to submit a question click on the submit question link below.

So if Bill tries to speak when he is not a designated speaker he will see the message "The room is moderated, you do not have speaking privileges, to submit a question click on the submit question link below."

When the room is in moderated mode, the room administrator and any super users on the chat server can always speak. In addition, you can add other speakers to the room by the following command:

```
/room addspeakers <list of usernames separated by spaces>
```

Example:

```
/room addspeakers Joe Linda Kaina Bob
```

You can choose to delete from the list of speakers by using the command:

```
/room delspeakers <list of usernames separated by spaces>
```

Example:

```
/room delspeakers Linda Bob
```

(Now Linda and Bob cannot speak.)

If you want to place the room back in the unmoderated mode you can use the command:

```
/room nomoderate
```

---

## 12. Paging room operator/administrator

In cases where the Private messages have been turned off (e.g in a customer support / classroom situation) the user can still initiate a private conversation to the Room administrator or someone designated by the room administrator to be the 'Page Target'. The user can initiate this request by using the command:

```
%page
```

This will cause a request to be sent and if the 'Page Target' is logged in, a private chat window is opened for the conversation.

If the Page Target is not logged in, the user gets a message saying so.

By default the Page Target is determined automatically by searching the list of room admins to see if any one is logged in and can respond to the page.

```
/room pagetarget [-save] [<username> | auto]
```

-save :

(Optional parameter) Page target information can be saved to file if the -save option is used. Else it will be set for only the session

```
[<username> | auto]
```

Enter either the username that is designated as the Page Target or set it to 'auto' so that it automatically looks for any room admin that is logged in and sets it to be the Page Target.

Example:

```
/room pagetarget -save auto
```

Always uses any room admin logged in as the Page Target - i.e to respond to the %page command from a user.

Example:

```
/room pagetarget Joe
```

Sets Joe to respond to pages, i.e be the Page Target for the current chat session only, when everyone logs off the room, Joe will not be set as Page Target and the Page Target will revert to the room admin.

---

### 13. Push sounds into the chat room

To push a sound to the entire toom use the following command:

```
%sound <audiofile.au>
```

Example: to push the sound "ding" into the chat room, you would use the following command

```
%sound ding.au
```

---

### 14. List of commands

While you are logged in your room you can see a list of commands. To see a list of available commands, please type one of the following:

```
%help  
/room
```

# Moderated Events

## Moderated Events

When you use Professional and above your hosted chat solution is equipped with a moderated event feature that is used to hold organized and structured events online, and in real time. Your hosted chat solution includes moderated event feature to be easy to set up, easy to use, feature-rich, and intuitive for end-users, moderators, speakers and room administrators alike. Below you will find a guide to setting up, conducting, and completing a moderated event.

**There are 2 moderation modes into which a chat room may be configured:**

### Moderated Chat

When the moderated event mode is enabled, the main chat window becomes "read only". User submissions are filtered to a designated moderator for review. The moderator may reply to the question, or forward it to a designated speaker for reply. When the reply is posted, the original question appears along with the moderator or speaker's reply in the main chat window for all users to read.

### Open Moderation

This is a unique mode where the features of open chat are coupled with the features of moderated chat. When invoked, the chat interface has 2 chat text input fields. The top chat text input field is used for submissions to the main chat window. The bottom chat text input field is used for submissions to a moderator. Open moderation allows users to chat freely in the main chat room, as well as to submit questions to a moderator or speaker who, in turn, submit an answer to the submitted questions. Questions and answers display together in the main chat window as you find with moderated chat mode.

## How It Works

**User** asks question >>> **Moderator** screens question >>> **Speaker** answers question >>> **All users** read question and answer

When you place your ParaChat Room into a moderated mode, users may no longer submit their chat text directly to the main chat window. Private chatting is automatically disabled as well. Chat text is submitted to a Moderator for screening and editing, then forwarded on to a Speaker. The Speaker will answer the screened question, and submit both the original question and the corresponding answer together to the main chat window for all users to read. Standard Users will then see their name and question appear in the main chat window, along with the Speaker's name and the answer to their question. When the moderated event is over, moderated mode may be turned off on-the-fly to return the room to an open chat setting. A transcript of the event, if generated, can be retrieved for posting or distribution.

The screenshot shows the 'Moderation Settings' section of the ParaChat Server interface. It includes the following fields and controls:

- Moderators:** A text input field containing the name 'kyle'.
- Speakers:** A text input field containing the name 'speaker1'.
- Moderation State:** A dropdown menu set to 'Off'.
- Show User Names During Event:** A dropdown menu set to 'On'.
- New Questions Before Notification:** A dropdown menu set to '10 questions'.

Below the Moderation Settings is a section for 'Transcript Settings'.

## Moderated Events

When you use Professional and above your hosted chat solution is equipped with a moderated event feature that is used to hold organized and structured events online, and in real time. Your hosted chat solution includes moderated event feature to be easy to set up, easy to use, feature-rich, and intuitive for end-users, moderators, speakers and room administrators alike. Below you will find a guide to setting up, conducting, and completing a moderated event.

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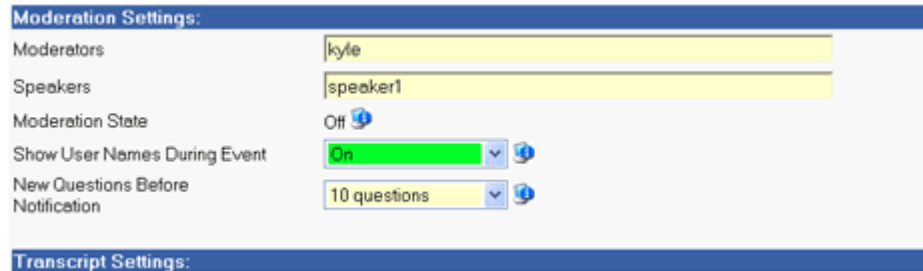
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for all users to read. Standard Users will then see their name and question appear in the main chat window, along with the Speaker's name and the answer to their question. When the moderated event is over, moderated mode may be turned off on-the-fly to return the room to an open chat setting. A transcript of the event, if generated, can be retrieved for posting or distribution.



The screenshot shows a web interface for configuring chat room settings. It is divided into two main sections: 'Moderation Settings' and 'Transcript Settings'. Under 'Moderation Settings', there are five items: 'Moderators' with a text input field containing 'kyle'; 'Speakers' with a text input field containing 'speaker1'; 'Moderation State' with a radio button set to 'Off'; 'Show User Names During Event' with a green 'On' button and a help icon; and 'New Questions Before Notification' with a dropdown menu set to '10 questions' and a help icon. The 'Transcript Settings' section is visible at the bottom but its content is not fully shown.

## Types of Users

The moderated event feature includes 4 types of users. Each type of user has different attributes and responsibilities during a moderated event, and has access to different features. Below is a summary of these attributes:

### 1. Standard User:

A user who attends a moderated event. The Standard User accesses a chat room using a nickname of their choice. When a chat room is placed in moderated mode, text submitted by a user is automatically forwarded to a Moderator for review prior to being answered by a Speaker. A user will see their submitted question in their chat window, and receive a confirmation that their question has been submitted.

### 2. Room Administrator:

A user who has access to the administrative controls of the chat room. The room administrator accesses a chat room using a designated admin user name and password. They are responsible for setting up the Moderator(s) and Speaker(s) for the event using the GUI Admin Console, for placing the room into moderation mode, and for turning on the transcript feature if desired. The Room Administrator also has the ability to ban or expel unwanted or obnoxious users from the chat room, to change the room greeting, invoke the profanity filter, and a variety of other important functions.

### 3. Moderator:

A user who is designated as an event moderator by the Room Administrator. The Moderator accesses a chat room using the user name assigned to them by the Room Administrator. To password-protect a user name that has been allocated to a Moderator, please see the User Administration instructions. Questions posed by Standard Users are automatically sent to the Moderation Console for review, editing, deleting, answering, or forwarding on to the Speaker. Although the Moderation Console will automatically display in a separate window apart from the ParaChat room when a question is submitted by a Standard User, the Moderator

may also launch the window by typing the following command into the chat text field: %moderate

In a small-scale moderated event, the Moderator can also function as the Speaker. In this case, there is no need to set up both a unique Moderator name and Speaker name. Simply handle both Moderator and Speaker functions exclusively from within the Moderator's console.

#### **4. Speaker:**

A user who is designated as an event speaker by the Room Administrator. The Speaker accesses a chat room using the user name assigned to them by the Room Administrator. To password-protect a user name that has been allocated to a Speaker, please see the User Administration instructions. A speaker will receive questions that have been screened and forwarded by the Moderator into their Moderation Console. Once a screened question is received by a Speaker, the Speaker has the choice of also editing the question prior to answering it, and submitting it to the entire chat room.. Although the Moderation Console will automatically display in a separate window apart from the chat room when a question is submitted by a Moderator, the Speaker may also launch the window by typing the following command into the chat text field: %moderate .

## **Creating a Moderated Event**

## **Creating a Moderated Event**

**Below is a list of tips for ensuring a successful moderated event.**

#### **1. Generate a Transcript:**

ParaChat's transcript feature allows you to "record" your moderated event. The chat text submitted to the main chat window during the event is written to and retained on the chat server. When your moderated event has ended, simply retrieve the transcript and post it on your web site, or distribute it by email. To generate a transcript of your moderated event, the Room Administrator must turn the feature "ON". The transcript feature is controlled from the GUI Admin Console. Chat text in the main chat window will be saved to the transcript file until the transcript feature is turned off, or until the Room Administrator exits the room.

#### **2. Password-Protect User Names:**

To prevent unauthorized use of Moderator or Speaker names, you may wish to password-protect the user names that you have allocated to Moderators, Speakers, or other VIPs. For information on password-protecting user names, please see the User Administration instructions.

#### **3. Take Questions in Advance:**

Prevent lulls in your moderated event by accepting questions in advance of your event. In this fashion, the moderator will have a list of pre-screened questions from which to select in case users do not submit enough questions, or relevant

questions, to maintain a consistent flow. If you promote a moderated event on your web site, provide a link so that users may submit questions early.

### 4. Practice:

We have made every effort to offer an intuitive moderated event feature. We suggest conducting a trial moderated event so that you may become comfortable with the features, and also have the opportunity to request technical support in advance of your event. Practice makes perfect!

## Moderating An Event

To conduct a moderated event, the Room Administrator, Moderator(s), and Speaker(s) should be familiar with the Moderation Console, and take the steps outlined below.

### The Moderation Console:

The Moderation Console is used by the Moderator(s) and Speaker(s) to screen and answer questions submitted by Standard Users. It provides the ideal interface to manage questions. The Moderation Console may be launched by the Room Administrator, Moderator(s), or Speaker(s) by typing the following command into the chat text field: %moderate. The Moderation Console will launch in a separate window from the chat room.

The following options and actions are available to manage user questions, each of which corresponds to a button at the base of the Moderation Console. Highlight a question by clicking on it with your left mouse button. You may take the following actions with each highlighted question by clicking on the appropriate button, each of which is described below:

<b>Action - pull down menu</b>	Delete All Questions in Current Window This will allow you to remove the answered questions and allow you more room to view new questions coming in. View Ignored Users This will list the users that you selected to be gaged and will allow you to un-gag them.
<b>Help - pulldown menu</b>	These options will quickly get you back to ParaChat's online moderation documentation.
<b>Fetch</b>	When you want to see more questions from the server, click on the "Fetch" button to download recently submitted questions.
<b>Previous</b>	Go to the previous set of previously "Fetched" questions. By default 10 questions are displayed per screen.
<b>Next</b>	Go to the Next set of previously "Fetched" questions. By default 10 questions are displayed per screen.
<b>Answer</b>	After a message is recieved into your moderation console, click on "Answer" to answer the question.
<b>Edit</b>	After a message is submitted you can edit the question before it is forwarded to a speaker or submitted to the room.
<b>Forward</b>	After you recieve and edit a message you can forward a message on to a set of speakers in a round-robin fashion.
<b>Forward To</b>	After you recieve and edit a message you can forward to a particular (selected) speaker.
<b>Post</b>	If you wish to broadcast a message to everyone in the room you can use the "Post" feature.
<b>Gag</b>	When you encounter a user that is annoying and continues to submit too many questions, gag gives you the ability to block questions submitted by the user.
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The following options and actions are available to manage user questions, each of which corresponds to a button at the base of the Moderation Console. Highlight a question by clicking on it with your left mouse button. You may take the following actions with each highlighted question by clicking on the appropriate button, each of which is described below:

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<b>Delete</b>	Click on a selected question and click on the delete button to remove it from the list.

## Room Administrator Task Summary

### 1. Set a Topic or Greeting (optional):

Before the event begins, set a relevant greeting or topic of discussion that users will see when they first log into the room. In the Admin Console, Configure tab >>> Topic tab >>> enter a topic and press the "Set" button.

### 2. Turn on Transcript (optional):

Record a transcript of the moderated event using the Transcript feature, In the Admin Console, Configure tab >>> Transcript tab >>> enter a file name of your choice and press the "Start" button. Please note that if you have the auto-transcript feature already turned on, it will continue to record chat content during your moderated event.

### 3. Set up Moderator(s):

Add the user name(s) that will be used by the Moderator(s). In the Admin Console, Moderation tab >>> Moderator tab >>> enter a Moderator user name and press the "Add Moderator" button. You will see an updated list of current Moderators printed

in the main chat window. To review a list of current Moderator names, press the "Current Moderators" button to review the list in the main chat window. To remove unwanted Moderator names, enter the user name and press the "Delete Moderator" button.

In a small-scale moderated event, the Moderator can also function as the Speaker. In this case, there is no need to set up both a unique Moderator name and Speaker name. Simply handle both Moderator and Speaker functions exclusively from within the Moderator's console.



**Please note that a Moderator name must not be used as a Speaker name too.**

#### **4. Set up Speaker(s):**

Add the user name(s) that will be used by the Speaker(s). In the Admin Console, Moderation tab >>> Speaker tab >>> enter a Speaker user name and press the "Add Speaker" button. You will see an updated list of current Speakers printed in the main chat window. To review a list of current Speaker names, press the "Current Speakers" button to review the list in the main chat window. To remove unwanted Speaker names, enter the user name and press the "Delete Speaker" button.



**Please note that a Speaker name must not be used as a Moderator name too.**

#### **5. Turn on Moderation mode:**

Change the room mode from open chat to moderated chat. In the Admin Console, Moderation tab >>> Status tab >>> click the "Turn Moderation on" button. Turn this on when you are ready to start your moderated event.

## **Moderator Task Summary**

### **1. Log into the ParaChat Room:**

Enter the chat room using the Moderator user name (and password if applicable) that has been provided by the Room Administrator.

### **2. Launch Moderation Console:**

Although the Moderation Console will automatically display in a separate window apart from the chat room when a question is submitted by a user, the Moderator may also launch the window by typing the following command into the chat text field: %moderate

### **3. Receive and Screen Questions:**

When a question is submitted by a user, it will appear in the Moderation Console. Each question is numbered for easy reference. Use the button controls to edit or delete functions to screen a highlighted question.

**4. Forward to Speaker:**

Once a question has been screened, use the button controls to forward the highlighted question to the Speaker.

**Multiple Moderators & Speakers**

Large-scale moderated events may require multiple moderators, as well as multiple speakers. The Event Moderation feature accommodates this requirement by allowing the number of questions that can be fetched by each moderator to be configurable. By default, up to 20 questions at a time can be retrieved into the Moderator Console by each moderator. This number can be increased or decreased according to your needs by adding the following HTML parameter to your applet:

```
<param name="ui.Mod.Num" value="10">
```

...where "10" is the maximum number of questions that can be retrieved. The value of this parameter can be changed to any integer.

**Speaker Task Summary****1. Log into the Chat Room:**

Enter the chat room using the Speaker user name (and password if applicable) that has been provided by the Room Administrator.

**2. Launch Moderation Console:**

Although the Moderation Console will automatically display in a separate window apart from the chat room when a question is submitted by a Moderator, the Speaker may also launch the window by typing the following command into the chat text field: %moderate

**3. Receive Screened Questions:**

When a question is received from the Moderator, it will appear in the Moderation Console. Each question is numbered for easy reference. As a Speaker, the option to further edit or delete a question is available.

**4. Answer and Submit Questions:**

Use the Answer button to reply to a highlighted question. Press the "OK" button when the question has been answered, and the question will be posted to the main chat window with the accompanying answer.

**Multiple Moderators & Speakers**

Large-scale moderated events may require multiple moderators, as well as multiple speakers. The Event Moderation feature accommodates this requirement by allowing the number of questions that can be fetched by each moderator to be configurable. By default, up to 20 questions at a time can be retrieved into the Moderator Console by each moderator. This number can be increased or decreased according to your needs by adding the following HTML parameter to your applet:

```
<param name="ui.Mod.Num" value="10">
```

...where "10" is the maximum number of questions that can be retrieved. The value of this parameter can be changed to any integer.

## After a Moderated Event

### Turn Off Transcript:

In the Admin Console, Configure tab >>> Transcript tab >>> and press the "Stop" button.

### Turn Off Moderation:

In the Admin Console, Moderation tab >>> Status tab >>> click the "Turn Moderation off" button. The room will automatically revert to an open chat, where users may freely submit chat text directly to the main chat window.

### Retrieve the Transcript:

The transcript can be retrieved by logging into the Server Admin Pages using your Room Administrator name and password, entering your chat room name, entering the transcript name (with a .log suffix) into the "Fetch Room Transcripts" field, and pressing the "Fetch Transcript" button.

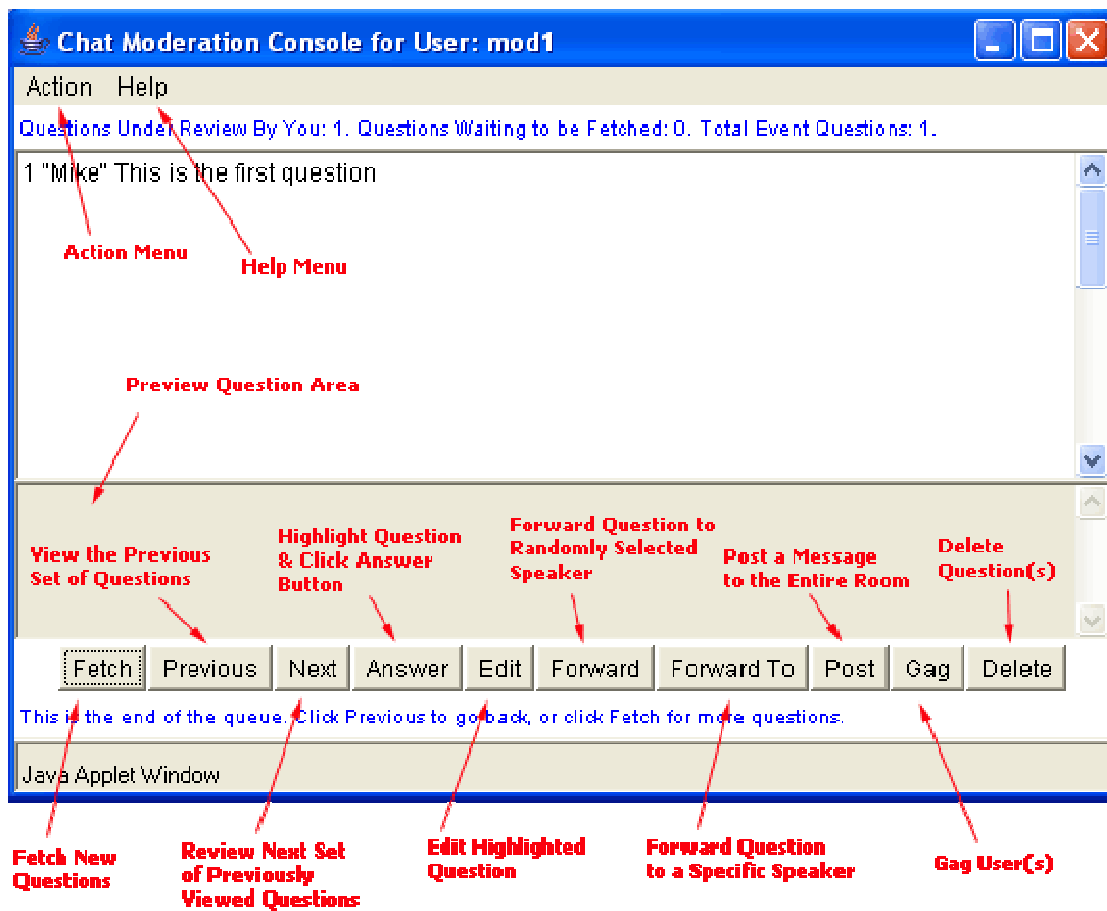
### Questions Are Cleared:

When the Moderator(s) and Speaker(s) close their Moderation Consoles and disconnect from the ParaChat room, the list of questions contained within the Moderation Console are permanently cleared. A record of the questions that have been answered, and posted to the main chat window, are found in the transcript if one was generated.

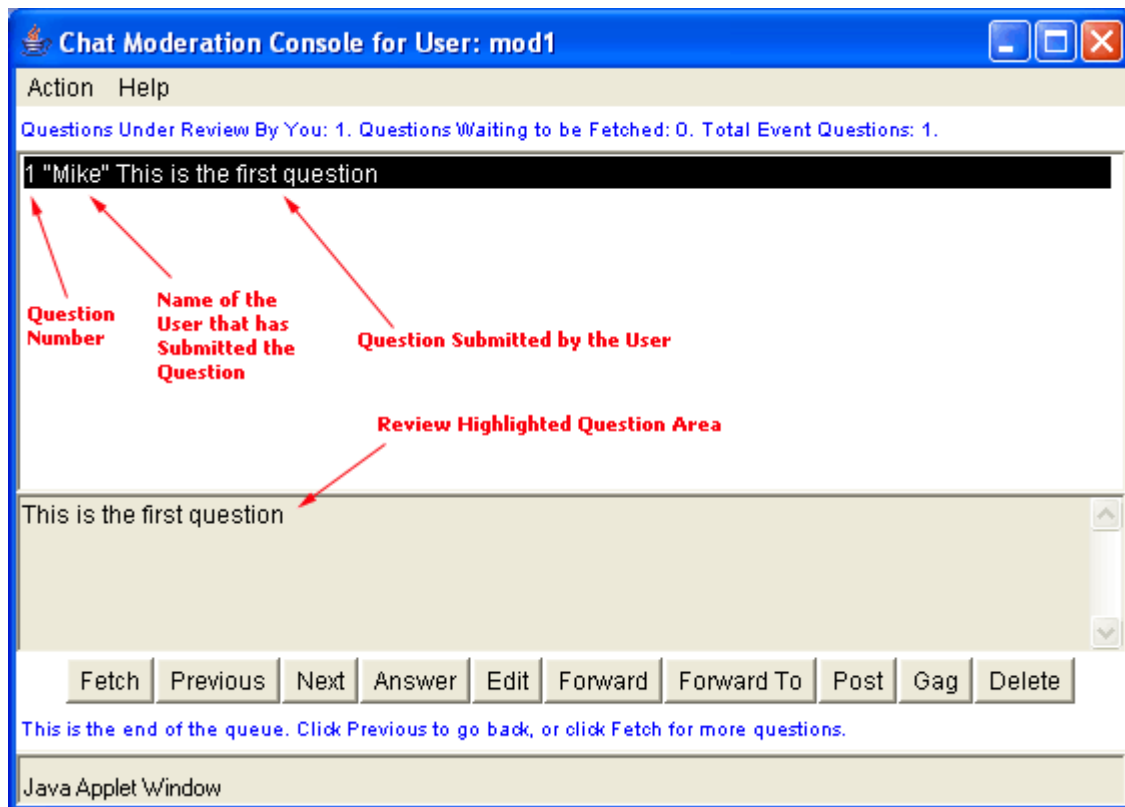
## Anatomy of Moderation

### Moderation Console

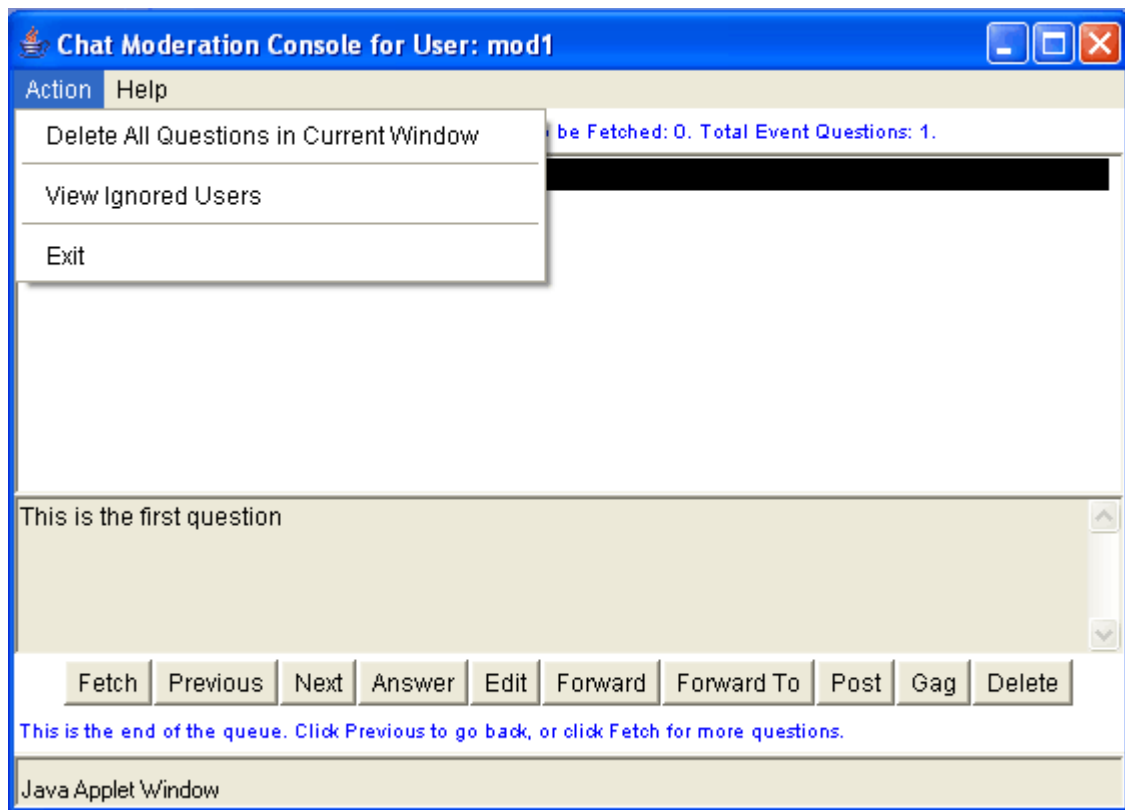




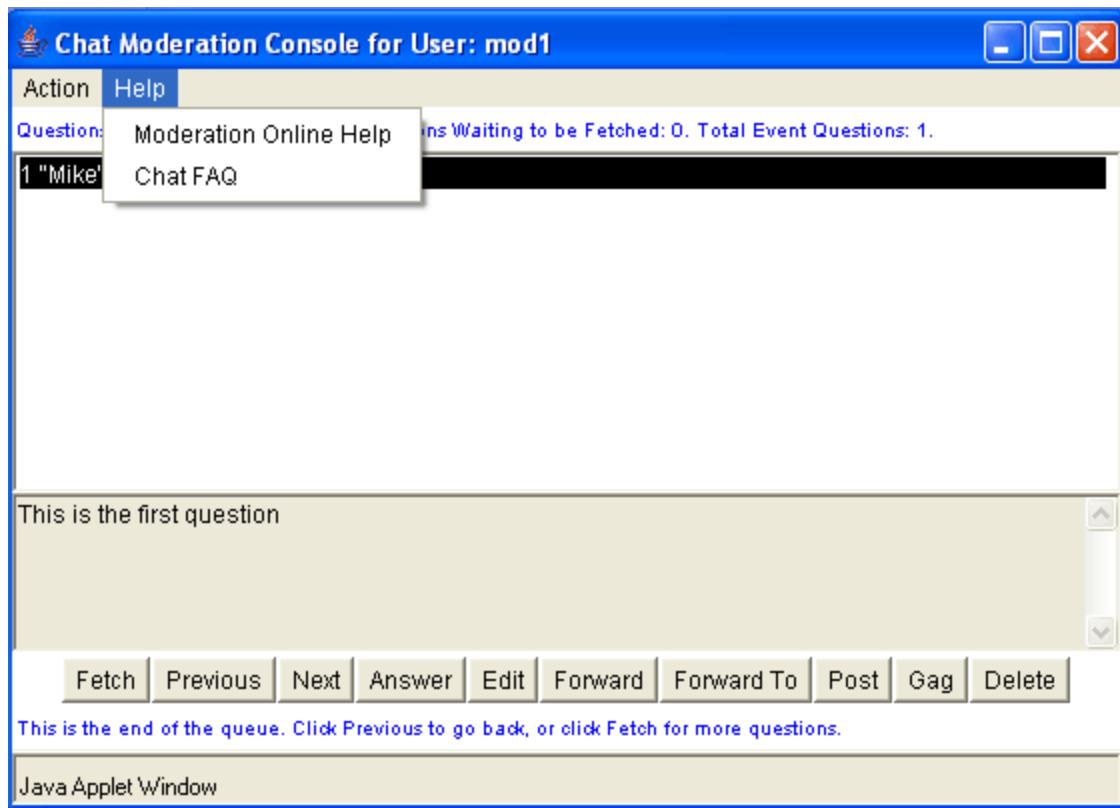
Moderation Console



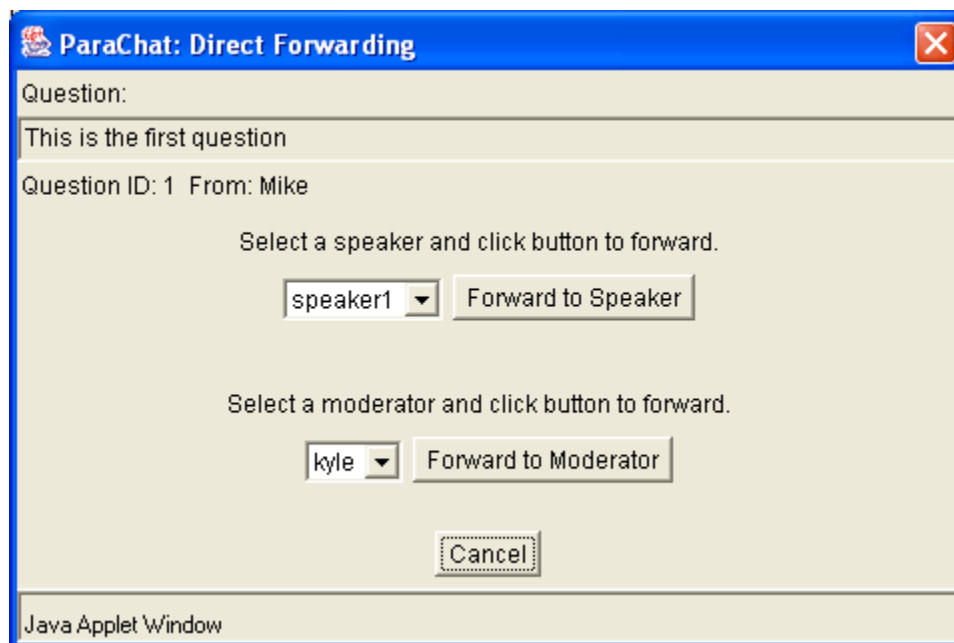
**Moderation Console - Action Menu**



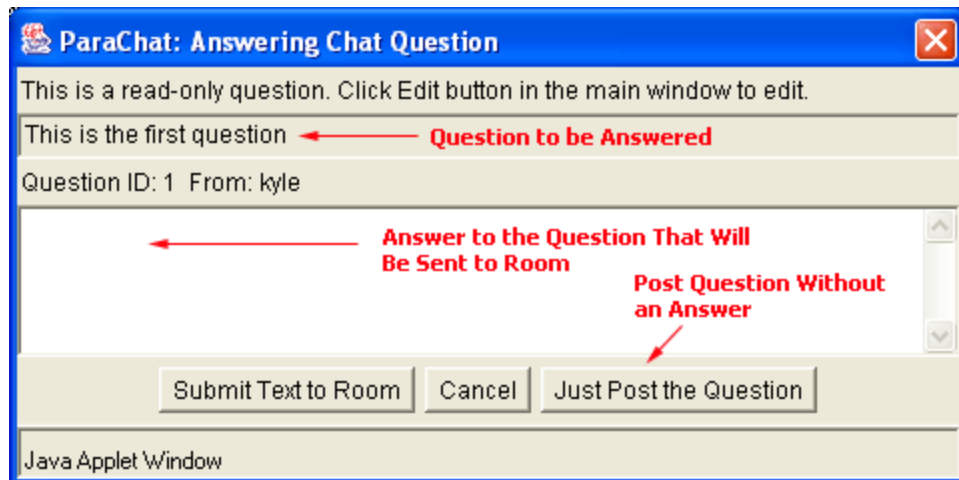
### Moderation Console - Help Menu



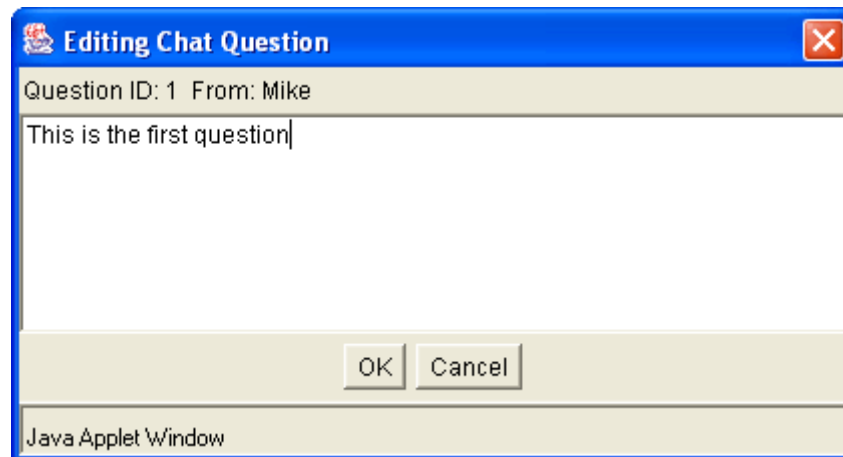
### Moderation Console - Forward Question



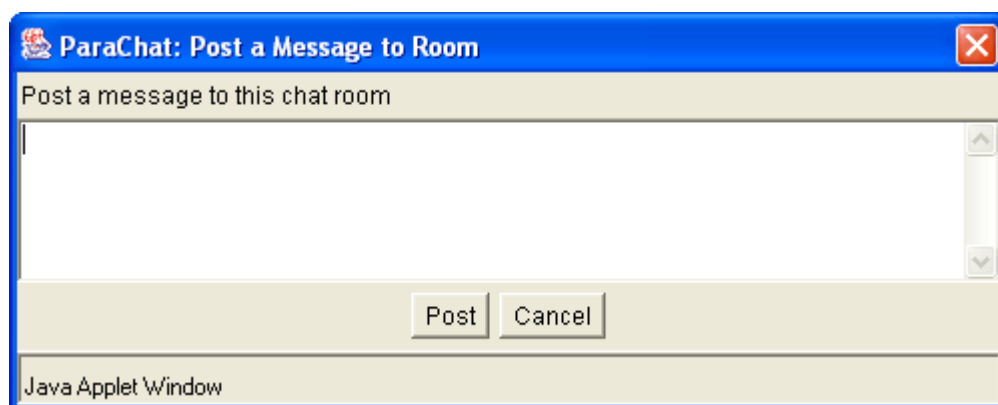
### Moderation Console - Answer Question



### Moderation Console - Edit question



### Moderation Console - Post to room option



## Moderation Customizations

Below you will find a list of customizable features that you can add to your chat room(s). You may easily customize your room by adding parameters to your chat HTML as demonstrated here. Simply select the type of customization you desire and add the appropriate "HTML Configuration" to your own chat room HTML to customize your chat room.

1. Customize questions color for moderated events - text color
2. Customize answers color for moderated events - text color
3. Customize the moderator's user name in the users list
4. Customize the speakers's user name in the users list
5. Enable Answer Key to act as "return" instead of submitting text
6. Enable Post Key to act as "return" instead of submitting text
7. Use single line input in Post dialog box
8. Customize the Moderation Buttons

# Transcripts

## Transcripts

1. Manually Generate Session-Based Chat Transcripts from the Admin Console
2. Automatically Generate Chat Transcripts from the Admin Console
3. Chat Transcript Features Accessible from the Web-based Administration Page
4. Retrieve Chat Transcripts With Your Web Browser
5. Chat Transcript-Related Text Commands

## Transcripts

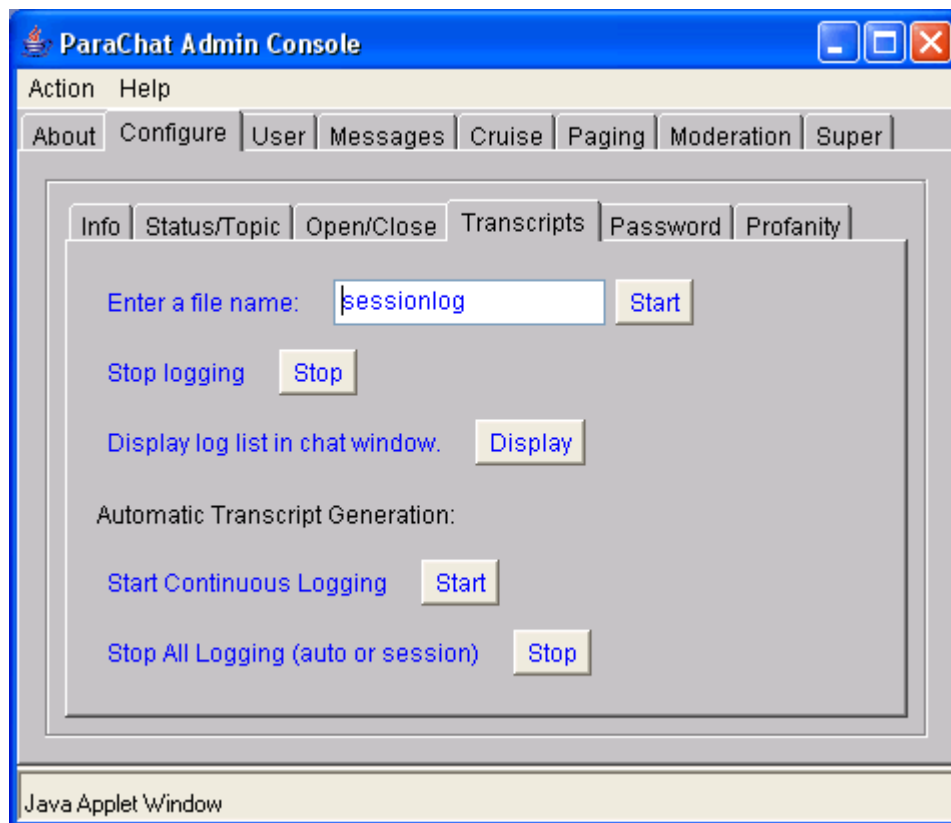
1. Manually Generate Session-Based Chat Transcripts from the Admin Console
2. Automatically Generate Chat Transcripts from the Admin Console
3. Chat Transcript Features Accessible from the Web-based Administration Page
4. Retrieve Chat Transcripts With Your Web Browser
5. Chat Transcript-Related Text Commands

## Automatically Generate Chat Transcripts

Your chat service includes the ability to automatically generate chat transcripts. When this feature is turned on, all chat text within the main chat window is written to a log file on the chat server. The default name of the log file that is auto-generated is "auto.log". The auto.log file will continuously append as content is posted to the main chat window until the file reaches 4mb in size. When the auto.log file reaches its 4mb limit, it will automatically rotate, and be assigned a name that corresponds to the current date. A new auto.log file will begin to build automatically thereafter. To generate automatic chat transcripts:

## ParaChat Server v5.7

1. Log into the ParaChat room where you would like to generate a chat transcript using your administrator name and password.
2. Open the Admin Console by typing the following command into the chat text input field:  
%admin
3. Within the Admin Console, choose the Configure tab >>> Transcripts tab



4. In the "Automatic Transcript Generation" section, click the "Start" button to Start Continuous Logging. If successful, a message in the chat window will state that "The current transcript is: auto.log". If you see a message that the "Transcript log could NOT be turned on", then a chat transcript is not being written. The most common cause for a chat transcript to not to generate is that the room where you are attempting to generate a chat transcript has not yet been created on the chat server.



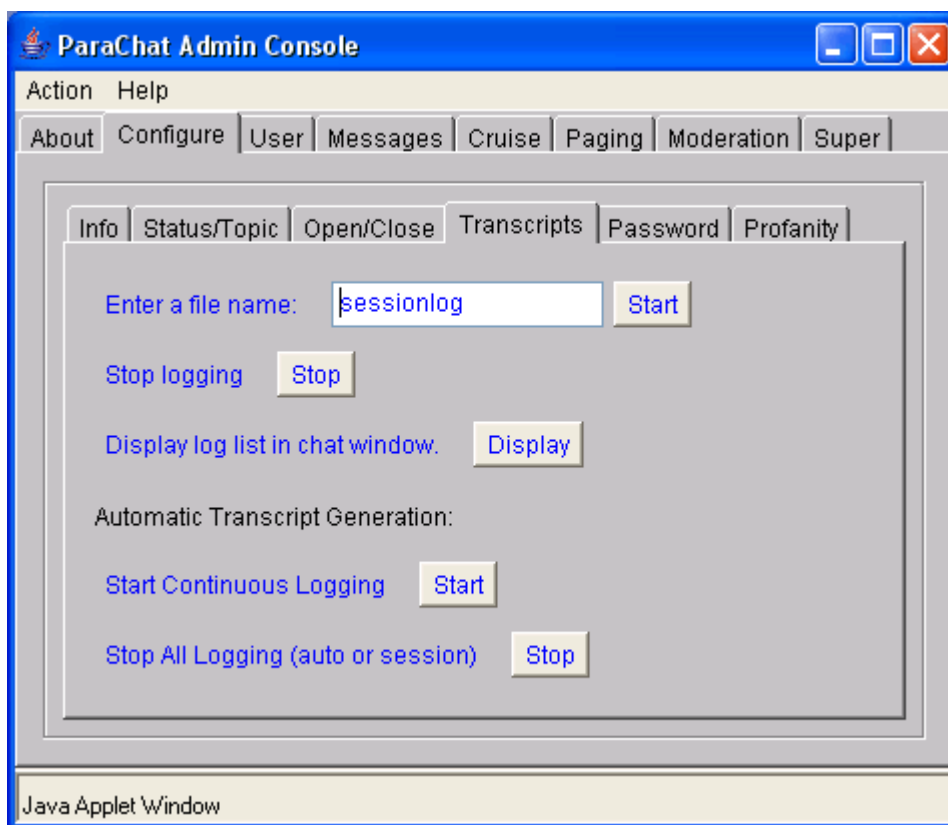
**HINT:** You cannot delete the auto.log when auto logging is enabled. You must turn off auto logging to have the ability to delete the autot.log transcript.

## Manual Transcripts

Your chat service includes the ability to manually generate session-based chat transcripts. When this feature is turned on, all chat text within the main chat window that transpires during a chat session is written to a log file on the chat server. The log file is retained indefinitely. To generate session-based chat transcripts:



1. Log into the ParaChat room where you would like to generate a chat transcript using your administrator name and password.
2. Open the Admin Console by typing the following command into the chat text input field:  
%admin
3. Within the Admin Console, choose the Configure tab >>> Transcripts tab



4. Assign a file name to your transcript in the field labeled "Enter a file name". A file name may be an alphanumeric value (plus dot, dash, and/or underscore), such as a day of the week, or a date (i.e. Monday, June21, DrFields-Sept04, etc.), and then click the Start button.
5. If successful, a message in the chat window will state that the "Transcript log has been successfully turned on." If you see a message that the "Transcript log could NOT be turned on", then a chat transcript is not being generated. The most common cause for a chat transcript not to generate is that the room where you are attempting to generate a chat transcript has not yet been created on the chat server.



**HINT:** If you wish to append an existing chat transcript, you may input the existing file name into the "Enter a file name" field. The old chat transcript content will not be overwritten. The new chat transcript content will append to the end of the existing file.

## Retrieve Transcripts

## ParaChat Server v5.7

Log into your web-based admin pages.



Navigate to the room you wish to get the transcripts

<b>Select a Room to Edit</b>	
#Demo_Room	<input type="button" value="Edit"/>
<b>Add a New Room</b>	
#	<input type="button" value="Add"/>
<b>Delete a Room</b>	
#Demo_Room	<input type="button" value="Delete"/>

Click on the "View Room Transcripts" button

<input type="button" value="Save Room Settings"/>
<b>Display HTML for ParaChat Features</b>
<input type="button" value="Display HTML"/>
<b>Room Transcripts</b>
<input type="button" value="View Transcripts"/>
<b>Chat Room Applet Image Panels</b>
<input type="button" value="Edit Image Panels"/>

Under "Fetch Transcript" select the transcript you would like to view. When you click on this link you will see the transcripts page launch in a new window pop up window.

Home > Group Administration > Edit Group community > Edit Room #TestRoom > Transcripts

### Fetch Room Transcripts for #DemoRoom

You can now get transcript here:

Name of Transcript:

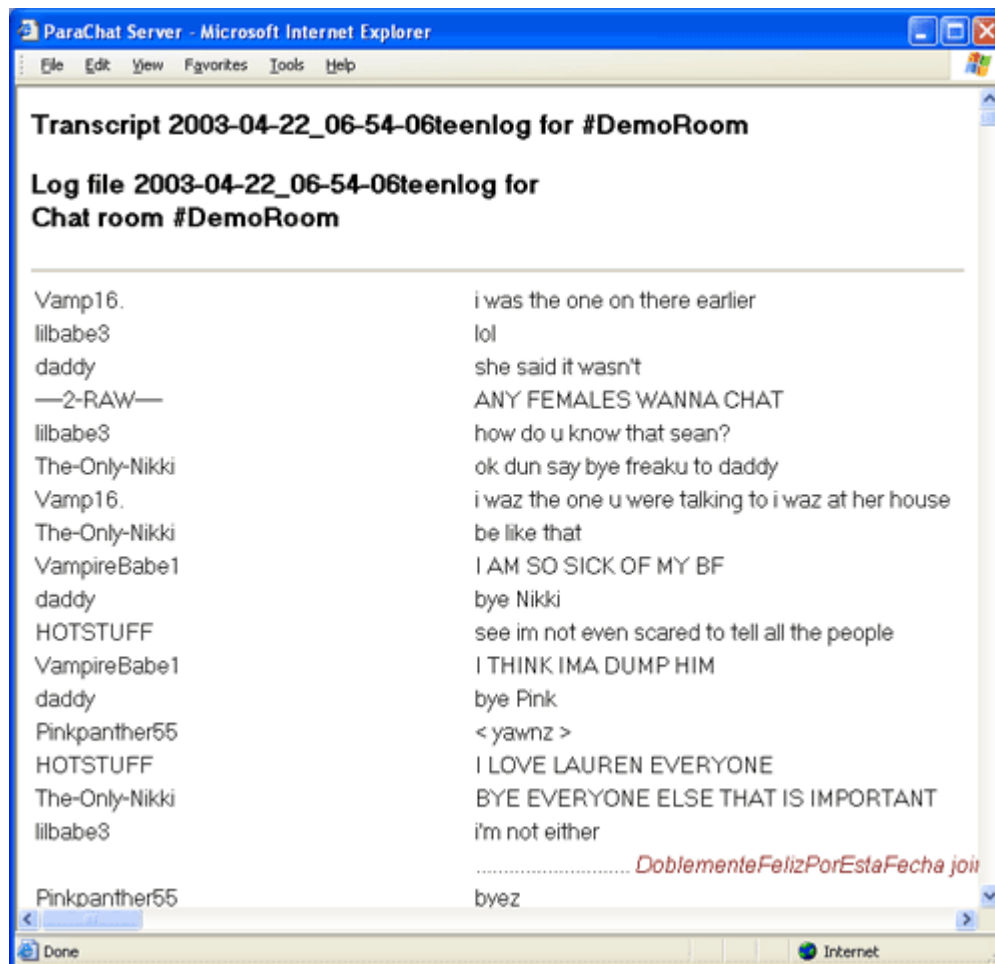
Make these user names stand out:

### All Transcripts for Room #DemoRoom

Transcript Name	Fetch Transcript	Last Modified Date	Delete
2003-04-22_06-54-06teenlog	<a href="#">Fetch 2003-04-22_06-54-06teenlog</a>	Mon Aug 04 22:18:33 PDT 2003	<a href="#">Delete 2003-04-22_06-54-06teenlog</a>
2003-04-19_23-01-22teenlog	<a href="#">Fetch 2003-04-19_23-01-22teenlog</a>	Mon Aug 04 22:13:16 PDT 2003	<a href="#">Delete 2003-04-19_23-01-22teenlog</a>
2003-04-17_15-27-05teenlog	<a href="#">Fetch 2003-04-17_15-27-05teenlog</a>	Mon Aug 04 22:07:22 PDT 2003	<a href="#">Delete 2003-04-17_15-27-05teenlog</a>
2003-04-15_03-17-26teenlog	<a href="#">Fetch 2003-04-15_03-17-26teenlog</a>	Mon Aug 04 22:01:42 PDT 2003	<a href="#">Delete 2003-04-15_03-17-26teenlog</a>

From within this window you can save your transcripts in many different ways:

- Cut and paste
- Save the page
- Save the source of the page



## Transcript Settings

A variety of server-based, chat transcript-related options exist on the Room-level of your Service Administration Page. To access these options:

1. Log into the Service Administration Page using your admin name, password and Group name.
2. Click the "Edit My Group" link
3. Select the room you want to edit from the pulldown menu in the "Select a Room to Edit" section, and click the "Edit" button.
4. Scroll down to the "Transcript Settings" section to configure the following options:

Transcript Settings:	
Timestamp All Messages	Off
Log Private Chat	Off
Rotate Transcripts	On
Automatically Log Transcripts	Off

In-room Text Message:
-----------------------

### Timestamp All Messages:

If you would like a timestamp to accompany each chat message in the chat transcript, set this option to "On". It is important to note that the timestamp that appears in the chat window uses the local clock on each user's computer, where the timestamp that appears in the chat transcript log file uses the clock on the chat server itself. As such, you will find that the timestamp that appears in the chat transcript is Pacific time (GMT minus 8 hours).

### Log Private Chat:

To write messages that are sent in Private Chat windows to the chat transcript log file, set this option to "On". Private chat messages will appear in chronological order along with messages posted to the main chat window.

### Rotate Transcripts:

To prevent an automatic chat transcript from rotating when it reaches its 4mb limit, set this option to "Off". If you turn this option off, the auto transcript will stop when it reaches 4mb

### Automatically Log Transcripts:

To automatically generate chat transcripts, set this option to "On". When this feature is turned on, all chat text within the main chat window is written to a log file on the chat server. This option may also be turned on/off from the Admin Console as noted above.

## Transcript Text Commands

To execute the following chat transcript-related text commands as an alternative to using the Admin Console, or Service Administration Page, log into the ParaChat room where you want to utilize chat transcript-related functions. Text commands are executed by entering them into the chat text input field.

#### 1. Start a session-based chat transcript:

```
/room log on <filename>
```

#### 2. Stop a session-based chat transcript:

```
/room log off
```

#### 3. Display a list of available chat transcript files:

```
/room log list
```

#### 4. Automatically generate chat transcripts:

/room log auto

**5. Stop automatic chat transcripts from generating:**

/room log stopauto



**HINT:** You may also use the Admin Console, or the Service Administration Page, to start and stop automatic chat transcripts.

# Implement an External Webserver

## Implement an External Webserver

### Overview

ParaChat server comes with its own built-in web server (WebCore). ParaChat does not depend on any external web server to fully function. When a ParaChat server has started, it listens to 2 ports by default: 7877 for HTTP request, and 7777 for chat request. Externally, this can be viewed as 2 servers, one web server on port 7877 and the other is a chat server on port 7777. Internally, there is only one process that handles both servers.

**The web(HTTP) server on port 7877 serves mainly 3 purposes:**

1. Serves applet classes for a web browser.
2. Handles ParaChat web-based admin pages.
3. Processes HTTP tunneling if HTTP tunneling is turned on.

ParaChat's built-in web server is sufficient to take care of serving chat classes on your site. However, if you have a significant number of concurrent users, there are a few advantages using an external web server such as Apache Web Server or Windows IIS server in conjunction with a ParaChat server.

Note: an external web server helps only with the first of those 3 purposes: "Serves applet classes for a web browser". #2 and #3 still have to be performed by a ParaChat server.

### Performance Improvement

ParaChat Server v5.7 is written in Java and Apache Server is written in C. Apache server is also designed to serve static files faster.

### Load Distributed

It also takes some load off a ParaChat Server. It results in a fast chat for users.

### Load Balancing

When traffic is high, a web site usually runs multiple web servers with load balancers. It provides scalability to chat to a certain extent.

**Your ParaChat applet code typically looks like this:**

```
<applet
codebase=http://www.your\_server\_name.com:7877/pchat/classes
archive=pchat.zip code=ParaChat.class HEIGHT=350 WIDTH=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="Channel" value="TestRoom">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html">
ParaChat Support</a> for more information on how to upgrade your
browser!
</applet>
```

## ParaChat Server v5.7

The basic idea of using an external web server is to make ParaChat applet classes accessible from that external web server, no matter whether you use Windows IIS server, apache, or any other web server. The text in red in the applet code above is our focus in the examples below.

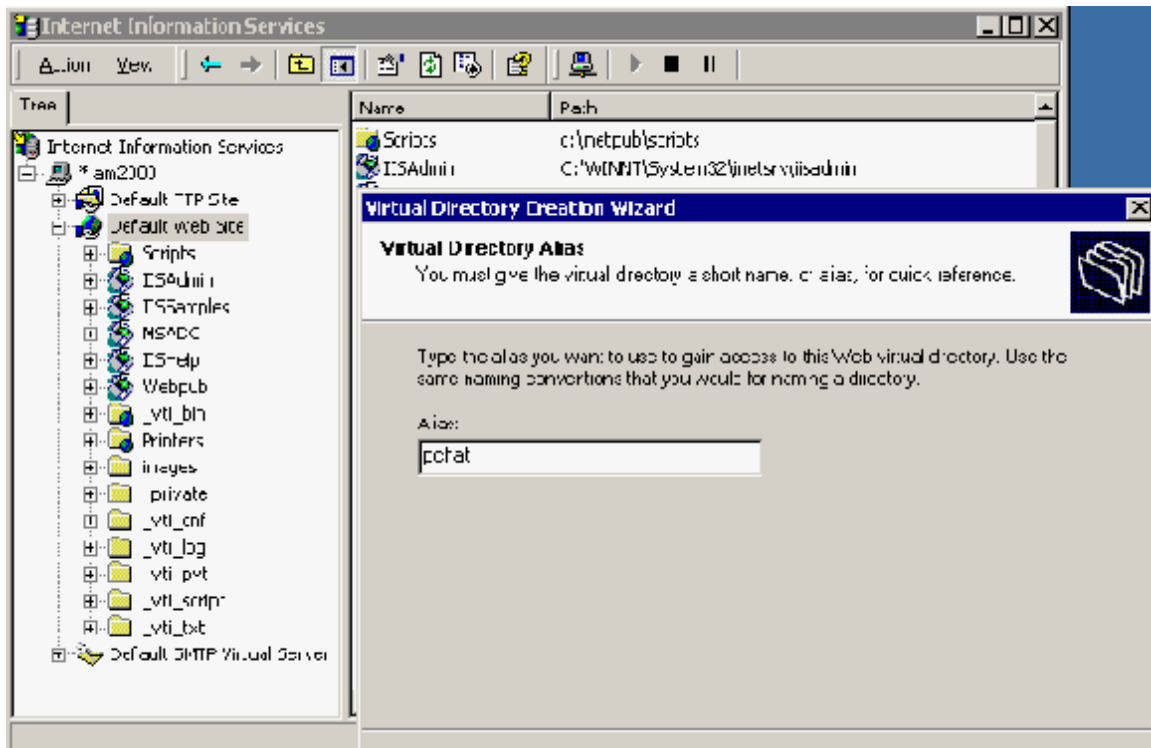
## Windows Configuration

By default, ParaChat server (version v5.7) is installed under

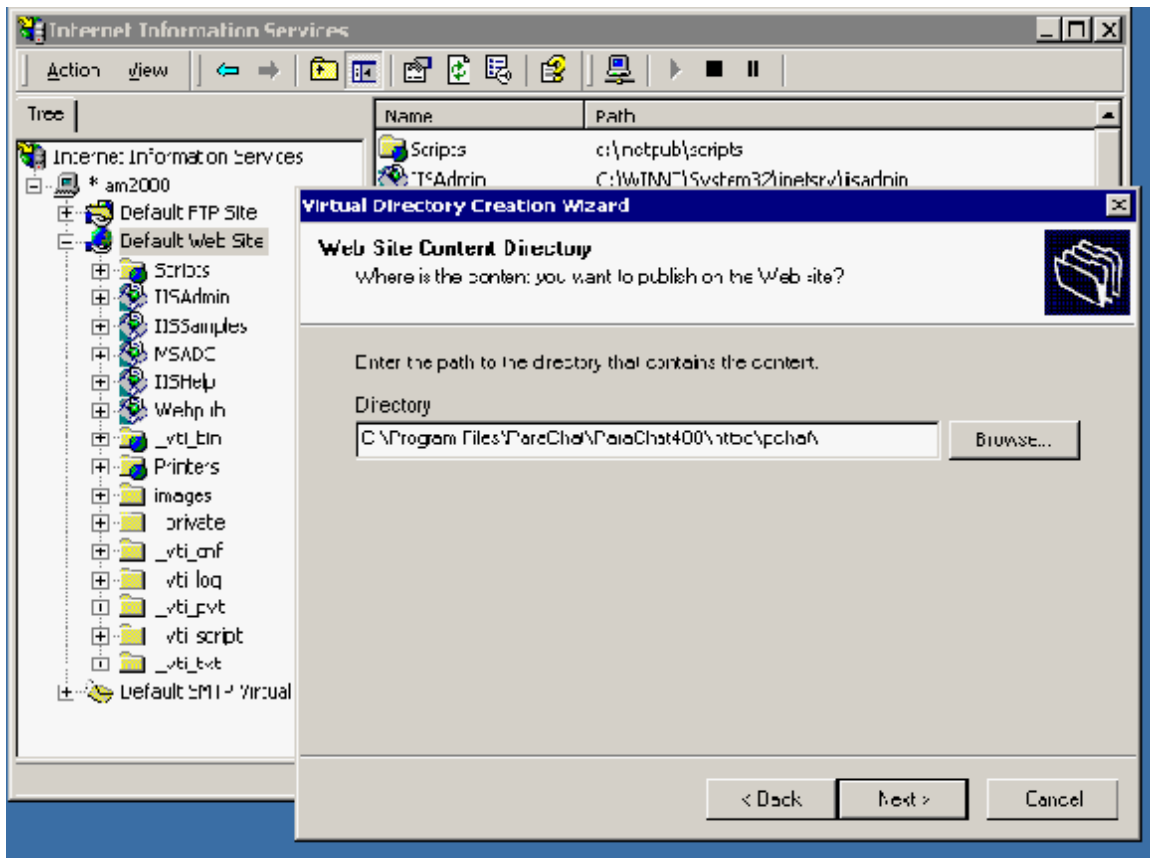
```
C:\Program Files\ParaChat\ParaChat570\
```

If you are using IIS server, all you need to do is make a virtual directory called "pchat" under ISS root directory, and have it point to "C:\Program Files\ParaChat\ParaChat570\httpd\pchat".

See below:







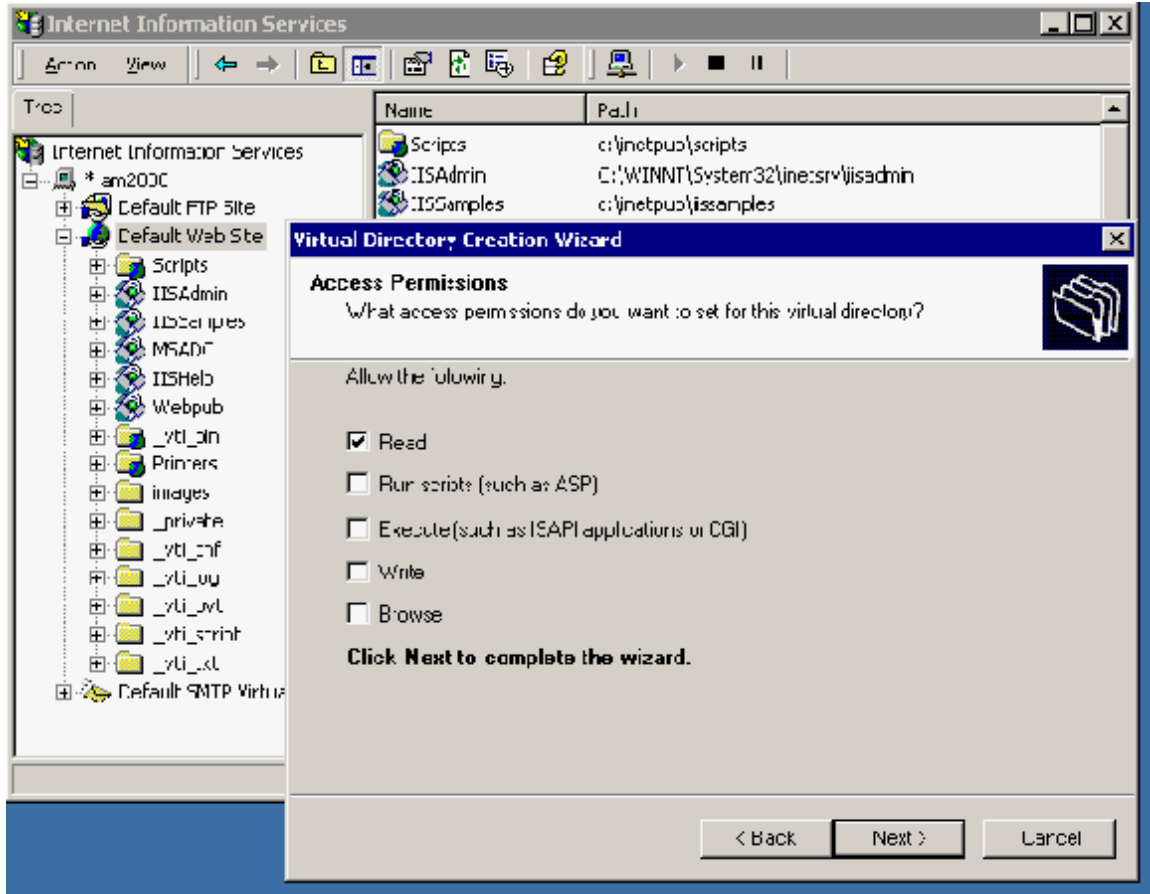
Now you should be able to load this page:

`http://www.your_server_name.com/pchat/classes/index.html`



You will need to make sure that the `.../pchat/` directory **AND** sub directories within the pchat directory are readable.

If you cannot, check your IIS settings like permissions for virtual directory "pchat". It needs read permissions only. It does not need executable or write permission.



Now you can remove the port number in applet codebase. It looks like this:

```
<applet codebase=http://www.your_server_name.com/pchat/classes
archive=pchat.zip code=ParaChat.class HEIGHT=350 WIDTH=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="Channel" value="TestRoom">
If you see this message you do not have a Java enabled browser.
Visit <a href="http://www.parachat.com/faq/java.html">ParaChat
Support</a> for more information on how to upgrade your browser!
</applet>
```

## Unix / Linux Configuration

### 1. Basic Configuration

Suppose you use apache server on port 80 on your machine. The document root is usually "/var/www/html". You can get this info in apache config file /etc/httpd/conf/httpd.conf (sometimes, /usr/local/apache/conf/httpd.conf), and look for this line:

```
DocumentRoot "/var/www/html"
```

## Implement an External Webserver

also check in apache config file and make sure apache is allowed to follow symbolic links.  
This is a correct config:

```
<Directory/>
Options FollowSymLinks
AllowOverride None
</Directory>
```

### 2. Setup

Now suppose ParaChat server is installed under "/home/chat/ParaChat570", where you see scripts "parachatd.sh" and "shutdown.sh". By default, applet classes are under "/home/chat/ParaChat570/httpd/pchat/classes/".

Your applet code may look like this. Note the text in red is applet codebase that will change.

```
<applet
codebase=http://www.your_server_name.com:7877/pchat/classes
archive=pchat.zip code=ParaChat.class HEIGHT=350 WIDTH=600>
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="Channel" value="TestRoom">
If you see this message you do not have a Java
enabled browser. Visit <a
href="http://www.parachat.com/faq/java.html">
ParaChat Support</a> for more information on how to upgrade your
browser!
</applet>
```

Now type the following commands.

```
cd /var/www/html
mkdir pchat
chmod a+rx pchat
cd pchat
ln -s /home/chat/ParaChat570/httpd/pchat/classes/ classes
```

Those commands made ParaChat applet classes accessible to apache web server. Now you should be able to load this page from a browser:

```
http://www.your_server_name.com/pchat/classes/index.html
```

If you cannot, check the file permissions of all the directories in the path  
"/home/chat/ParaChat570/httpd/pchat/classes/".

For example, to make all the directories under "pchat" open to apache, type:

```
chmod -R a+rx /home/chat/ParaChat570/httpd/pchat
```

Now you can remove the port number in codebase. The apache server will serve applet code for browsers. Note the applet code above still works, but it uses ParaChat web server.

```
<applet
codebase=http://www.your_server_name.com/pchat/classes
archive=pchat.zip code=ParaChat.class HEIGHT=350 WIDTH=600>
```

## ParaChat Server v5.7

```
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
<param name="Channel" value="TestRoom">
If you see this message you do not have a Java
enabled browser. Visit <a
href="http://www.parachat.com/faq/java.html">
ParaChat Support</a> for more information on how to upgrade
your browser!
</applet>
```

# Key Features

## Customizing Default Room Size

The <license file size you purchased>-user license limit is the limit imposed by the server license file on the number of simultaneous connections permitted by the chat server. By default, the server is configured to permit 25 users per room. This is easily re-configured either in the server configuration file or in each individual room profile. A summary of each method is below:

### Changing the server configuration file

To change the default number of allowed users per room for every ParaChat room that you create, you may edit the following statement in the server configuration file (...ParaChat/ParaChat570/config/pchatd.conf) using your text editor (such as WordPad or TextPad):

In the #pchatd parameters section, you will see...

```
pchatd.maxperchan=25
```

...where "25" is the number of users permitted into each room. You may edit this number to an integer from 1 to what ever your license limit you purchased is. Once you make and save this edit, each chat room that you create will utilize the new server default value that you indicate. Please note that any change to the pchatd.conf file requires that you restart your ParaChat Server to implement the change

### Changing the room profile

To override the server default for the number of users permitted in a specific chat room, you may add the following statement to the individual chat room profile. Room profiles are located in the "rooms" directory (...ParaChat/ParaChat570/rooms/roomname.profile):

```
channel.max_sessions=25
```

...where "25" is the total number of concurrent users permitted in this chat room. For example, if a chat room that you created is called "ChatRoom", you would edit ChatRoom.profile (.../ParaChat/ParaChat570/rooms/ChatRoom.profile) by adding the statement indicated above. The value may be an integer from 1 to what ever your license limit you purchased is. Once you have saved your edit, the maximum number of concurrent users allowed to access this chat room will be the number that you indicate. You may need to refresh your browser window, or execute the following command in the chat window to reread the most recent room configuration from the chat server:

```
/room reread
```

## Room Customization Tool

With our easy-to-use Customization Tool, you have the opportunity to generate and preview your customized ParaChat room and HTML applet code prior to implementing it on your web site.

## ParaChat Server v5.7

The ParaChat Customization Tool is basically an HTML applet code generator that allows one to easily customize a ParaChat Room, and to be presented with the HTML to implement the room. It has been designed to be generic, meaning that it is the same for any customer. The tool requires that you insert values that are specific to your hosted chat room. You will need to insert the following values that are specific to your implementation in order to generate custom applet code that will operate with your hosted chat room:

- Applet Codebase URL
- ServerPort Number
- HTTPPort Number
- Group Name
- Room Name

The default values for ServerPort and HTTPPort in the tool are set to the same default values as the server software itself. The room name value and applet codebase URL values depend on the chat room name that you create locally, and the file path to the class files on your host machine (codebase URL).

There is no customization tool, per se, that is included with the server software package itself that is tailored specifically to your configuration of the chat server. Instead, we provide a "universal" tool within our server documentation that can be accessed and utilized by any of our customers.

# Transcripts

1. Manually Generate Session-Based Chat Transcripts from the Admin Console
2. Automatically Generate Chat Transcripts from the Admin Console
3. Chat Transcript Features Accessible from the Web-based Administration Page
4. Retrieve Chat Transcripts With Your Web Browser
5. Chat Transcript-Related Text Commands

## Auto Transcripts

**Enable via Web-based Admin Pages**

Log into your web-based admin pages and log into the room you wish to enable this feature on and enable Automatically Log Transcripts.

### Transcript Settings

Transcript Settings:

Timestamp All Messages	Off	
Log Private Chat	Off	
Rotate Transcripts	On	
Automatically Log Transcripts	Off	

In-room Text Message:

### Automatically Log Transcripts:

- ✦ **On:** logs transcripts automatically, turn rotates transcripts on or transcripts will stop when they have reached 4mb in size.
- ✦ **Off:** does not log transcripts automatically.

### Enable via room room.profile file

The following addition to a ParaChat room profile (`.../ParaChat/ParaChat570/rooms/<room_name>.profile`) is required to auto-log text in each chat room that you create:

```
channel.logfile=<file_name>
```

For example, if you wanted your transcript file to be called ChatRoom.log, the statement would be written as:

```
channel.logfile=ChatRoom.log
```

The addition of this statement to the room profile for each ParaChat room will auto-log all text in the main chat window, and will continue to append the log file until the statement is removed.

The log file for each ParaChat room is located in the "logs" directory (`.../ParaChat/ParaChat570/logs/#<room_name>`)

Once you have added the `channel.logfile=<file_name>` statement to the room profile, enter the ParaChat room for which the statement has been added using your server or room admin name and password, and execute the following command:

```
/room reread
```

This command will ensure that the chat room is using the most recent room profile configuration.

The default maximum length of a transcript file for each ParaChat room is 4M bytes. If you would like to increase your transcript file size to 40M bytes, for example, you would need to add the following statement to each room profile:

```
channel.max_transcript_length=40000000
```

## Firewall Friendly Setting

## ParaChat Server v5.7

ParaChat can easily be configured to request an HTTP connection in the event a TCP/IP connection fails (for example, if your firewall is prohibiting such a connection). This is our HTTP Tunneling feature. To utilize this feature, we must look at both the server side and the client side to ensure that both are configured to permit such a connection.

### Server Side

Be certain that your ParaChat Server is configured to permit HTTP connections. In the server config directory (.../ParaChat/ParaChat570/config) there is a file called "pchatd.conf". In this file there is a section entitled "#pchatd parameters". Within this section, you should see a line that says:

```
pchatd.allowTunneling=true
```

When the line states that pchatd.allowTunneling=true, then the chat server will permit HTTP connections.

### Client Side

Add the following parameter to the ParaChat room applet HTML to tell the chat room to make an HTTP connection to the chat server if the TCP/IP connection fails:

```
<param name="net.Protocol" value="t:h">
```

### Client & Server

Be certain that you have configured your ParaChat Server to reflect the same HTTP port and Server port values that are in the chat room HTML. For example: IF the chat room HTML states:

```
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
```

THEN the server config file (.../ParaChat/ParaChat570/config/pchatd.conf) should state:

In the "#httpd parameters" section:

```
httpd.port=7877
```

In the "#pchatd parameters" section

```
pchatd.port=7777
pchatd.clientport=7777
```

## Using the Clip Art (Emoticon) Library

All clip art image files (emoticons) that are used within the chat client are stored in the "clipArt" directory within ParaChat Server's local file system:

```
.../ParaChat/ParaChat570/httpd/pchat/classes/clipArt/
```

If you wanted to utilize your own clip art image files for use within the ParaChat client, including animated images, you would first add the image files to the "clipArt" directory. There are 4 basic



config files within the "clipArt" directory that are used to define and map the image files for use within the ParaChat client:

1. .../ParaChat/ParaChat570/httpd/pchat/classes/clipArt/**icons.conf**
2. .../ParaChat/ParaChat570/httpd/pchat/classes/clipArt/**links.conf**
3. .../ParaChat/ParaChat570/httpd/pchat/classes/clipArt/**popup.conf**
4. .../ParaChat/ParaChat570/httpd/pchat/classes/clipArt/**emoticon.conf**

### 1. icons.conf

The file "icons.conf" defines the mapping between the image names and the actual image file names. If none of the images are deleted, all the emoticons in this file will display in the Control Panel's "Icons" tab. An example of the contents of the "icons.conf" file is:

```
# This is a comment.
# This file is the master definition of image lookup.
smile=smile.gif
cool=coolsmile.gif
teeth=teeth.gif
biglips=biglips.gif
wink=wink.gif
```

### 2. links.conf

The file "links.conf" associates an image name with a click-through URL so that an image is clickable within the main chat window. In the sample config file below, the "rose.gif" image (which has been mapped as "rose" in the "icons.conf" file), has a click-through URL assigned to it of <http://parachat.com>. When the "rose" image is posted in the chat window as part of a message, a new window will open to the URL <http://parachat.com>:

```
# This is a comment
# Add a click-through link for a specific image
rose=http://parachat.com
```

### 3. popup.conf

The file "popup.conf" defines the images that will appear in the pop-up window for image selection when you click the "emoticon" button in the ParaChat user interface below the chat text input field. For example:

```
# Names listed here must be in "icons.conf" file already.
# This is a subset of icon names in "icons.conf".
teeth
cool
frown
surprise
wink
eye
lips
rose
beer
punk
```

#### 4. emoticon.conf

The file "emoticon.conf" defines the keyboard short-cuts assigned to each emoticon image:

```
# This is a comment
# emoticon short cut definitions
smile=:)
teeth=:D
#biglips=:))
cool=B)
frown=(
sadeyes=;(
yawn=:O
tongue=:L
wink=;)
punk=:!!
blink=;;)
```

## Understanding Log Files

Like most server applications, ParaChat server writes server logs while it is running. Server logs are useful for reports and problem solving. In this document, you will see how ParaChat organizes different types of log files.

Server Log Location Server logs are stored under "slogs" directory, i.e.

"...\ParaChat\ParaChat570\slogs" in ParaChat v5.7. Do not get confused by "logs" directory you see. The directory "logs" keeps transcripts for all the chat rooms.

#### Status Logs

ParaChat Server v5.7 creates 2 types of server logs. The first type of log is server status log. Within the "slogs" directory, you will see some files that begin with a numeric value, like "1020710-0959.log". One particular file is "current.log" which is being written constantly by the ParaChat Server. When the file size reaches certain size, it rotates to a file like:

"1020710-0959.log"

In this example, the file was rotated on July 10 2002, 09:59am.

1. The first 3 numbers are the number of years since 1900

1020710-0959.log

2. The second is month followed by day, July 10

1020710-0959.log

3. The last part is the time, 0959 is 09:59am

1020710-0959.log

A new file "current.log" is also created for the server when rotation happens. **Do NOT delete** "current.log" in any case as it is being written by the ParaChat Server.

You usually do not need to look at these logs unless you are troubleshooting an issue. In particular, if you contact ParaChat support, you are welcome to attach "current.log" which will help us resolve any issues.

Over time, the status log files might take up needed disk space. If you wish to clean up some files, under directory "slogs", delete all the files that starts with a number and ends with ".log".

For example, on Unix, you would type this command to delete all old status logs.

```
rm 10*.log
```

On windows, (or use GUI such as Windows Explorer)

```
del 10*.log
```

## User Counters

### Overview

ParaChat Server v5.7 constantly logs current server usage into log files. It logs the active user names and active room names into these files. The log files can be used to generate usage statistics, or to display the information on your web site.

If you query the logs periodically and feed the data to an external application, which is able to display statistics graphically, you can see the usage trends over time.

Here is a list of items that you can display throughout your site:

- All active groups
- All active rooms
- Number of users in an active room
- All active users
- Total number of users on the chat server

### Server Configuration Default

By default, a ParaChat Server writes current usage data into 3 files under directory "..\ParaChat\ParaChat570\usage". They are:

```
total_users.txt
all_users.txt
public_rooms.txt
```

These files are updated by the chat server regularly. By default, they are refreshed every 3 minutes.

### Format:

File	Data	Format
total_users.txt	the total number of active	an integer

	users	
all_users.txt	all the user names on this server	one user name per line
public_rooms.txt	all the active public rooms on server	One room per line. Every line starts with a number, followed by an equal sign and then a room name. For example, "xxx=#Room" where "xxx" is the number of users in room "#Room".

**Example:**

File	Data	Format
total_users.txt	3	There are 3 active users on server
all_users.txt	Mike Nicole cindy	There are 3 active users: Mike, Nicole, and cindy
public_rooms.txt	2=#TestRoom 1=#general	There are 2 users in room #TestRoom and 1 user in room #general

**Counter Configuration**

Here are the configurations available for you to customize the chat server. In a text editor, open the server config file "...\\ParaChat\\ParaChat570\\config\\pchatd.conf". Add your new configurations after the line that says "# Add your new config below".

Config	Value	Purpose
pchatd.usage.Schedule=true	true or false	in case of "false", server usage is not updated at all.
pchatd.usage.RefreshRate	integer	the frequency log files are updated in minutes.
pchatd.usage.file.TotalUsers	a full file path	the full file path to store the number of active users.
pchatd.usage.file.AllUsers	a full file path	the full file path to store the names of all active users.
pchatd.usage.file.PublicRooms	a full file path	the full file path to store the active room names.
pchatd.usage.ShowAllRooms	true or false	Whether to log all the active rooms in a file, including hidden rooms. Default is false.

This is an example using Unix file names. It tells the server to update the log files every 2 minutes. It also changed the default file names of the logs. They are all under "/www/html/chat", but they do not have to be stored in the same directory.

```
pchatd.usage.RefreshRate=2
pchatd.usage.file.TotalUsers=/www/html/chat/total_users.log
pchatd.usage.file.AllUsers=/www/html/chat/all_users.log
```

```
pchatd.usage.file.PublicRooms=/www/html/chat/public_rooms.log
```

## Display User Count Via Java Applet

ParaChat Server v5.7 includes Java applet code that displays the number of users in a group, a room or on an entire chat server. After you have completed the set-up process, it is as simple as inserting a few lines of HTML code. For example:

```
<applet codebase=http://myhostname.com/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=120>
<param name="query.Group" value="MyGroup">
    If you see this message you do not have a Java enabled
    browser. Visit
    <a href="http://www.parachat.com/faq/java.html">ParaChat
    Support</a> for more information on how to upgrade your
    browser!
</applet>
```

The code above displays the number of users in group MyGroup.

## Set Up CGI on Server Side

Before you can use an applet to display a number, you must complete the set-up on the server side. Below is an example using CGI:

First, you should have installed a ParaChat Server v5.7, and completed the Counter Configuration outlined above. Assume the server is installed under path:

```
...\ParaChat\ParaChat570
```

Assume also your host name is "**myhostname.com**". You could also use an IP address.

Your chat applet codebase looks like this:

```
codebase=http://myhostname.com:7877/pchat/classes
```

You should also see a text file:

```
...\ParaChat\ParaChat570\usage\total_users.txt
```

This file is updated by the chat server every 3 minutes. It contains only a number.

You should have a web server that supports CGI. If you do not know about CGI, refer to: <http://hoo.hoo.ncsa.uiuc.edu/cgi/>

Your webserver, such as Apache or Windows IIS, should support CGI. In particular, it needs to support CGI programs written in perl as the example below is written in perl.

Provide a name for the CGI program that returns the number of users on your chat server. Let's assume you will install it as "cgi-bin/counter/users.cgi".

Your complete URL looks like:

```
http://myhostname.com/cgi-bin/counter/users.cgi
```

Now follow these steps.

**Step 1.** Create a directory called "cgi-bin/counter" under your webserver directory.

**Step 2.** Copy this file, put it under "cgi-bin/counter" and rename it to "users.cgi".

**server-cgi** <<<<< [click for file](#)

**Step 3.** Copy this file, put it under "cgi-bin/counter" and rename it to "parseform.lib"

**parseform-lib** <<<<< [click for file](#)

**Step 4.** Open "users.cgi" in a text editor and change the input file at the top to:

"...\ParaChat\ParaChat570\usage\total\_users.txt"

**Step 5.** Test the CGI by loading it in a web browser:

<http://myhostname.com/cgi-bin/counter/users.cgi?server=server>

You should see "0=server" where 0 is the number of users on your chat server. If you see an error, check your webserver config and you may need to change "users.cgi" to "users.pl" so that the server recognizes it as a Perl program.

**Step 6.** Copy the applet code below and paste it into an HTML document. Be certain to replace the hostname in the code below with your hostname, where indicated in **red**.

```
<applet codebase=http://myhostname.com:7877/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=60>
<param name="query.Server" value="server">
<param name="query.Host" value="http://myhostname.com/">
<param name="query.CGI" value="cgi-bin/counter/users.cgi">
If you see this message you do not have a Java enabled
browser. Visit
<a href="http://www.parachat.com/faq/java.html">ParaChat
Support</a> for more information on how to upgrade your
browser!
</applet>
```

Note if you combine "query.Host" and "query.CGI" in the applet code, you get the correct URL to the CGI program.

**"http://myhostname.com/" + "cgi-bin/counter/users.cgi" =**  
**http://myhostname.com/cgi-bin/counter/users.cgi**

Now if you put the applet code in an HTML page of your web site, users will be able to see the number of users currently chatting.

**Step 7.** If you want to show the number of chatters in a particular room or group, you may modify the Perl program below, and set up a different CGI program on your webserver.

**chat-cgi** <<<<< [click for file](#)

## Examples

You need to change the text in red with your own server configuration. For example, for myhostname.com, you need to change it to mydomain.com:7877 or 123.456.78.9:7877.

#### Example 1: a regular room

```
<applet codebase=http://myhostname.com/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=120>
<param name="query.Room" value="#TestRoom">
If you see this message you do not have a Java enabled
browser. Visit
<a href="http://www.parachat.com/faq/java.html">ParaChat
Support</a> for more information on how to upgrade your
browser!
</applet>>
```

#### Example 2: all rooms in a base room

```
<applet codebase=http://myhostname.com/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=40>
<param name="query.Base" value="#Base">
If you see this message you do not have a Java enabled
browser. Visit
<a href="http://www.parachat.com/faq/java.html">ParaChat
Support</a> for more information on how to upgrade your
browser!
</applet>
```

#### Example 3: all rooms in a group

```
<applet codebase=http://myhostname.com/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=120>
<param name="ui.fg" value="CCCC99">
<param name="ui.bg" value="0000ff">
<param name="query.Group" value="MyGroup">
<param name="ui.FontSize" value="18">
<param name="ui.FontName" value="Courier">
<param name="query.Host" value="http://myhostname.com:8080/">
<param name="query.CGI" value="cgi-bin/counter/chat.cgi">
If you see this message you do not have a Java enabled
browser. Visit
<a href="http://www.parachat.com/faq/java.html">ParaChat
Support</a> for more information on how to upgrade your
browser!
</applet>
```

#### Example 4: the number of users on a chat server

```
<applet codebase=http://myhostname.com/pchat/classes
archive=counter.zip
code=ParaCounter.class HEIGHT=18 WIDTH=120>
<param name="query.Server" value="server">
```

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If you see this message you do not have a Java enabled browser. Visit  
<a href="http://www.parachat.com/faq/java.html">ParaChat Support</a> for more information on how to upgrade your browser!  
</applet>

### Applet Parameters

Feature	Configuration Parameter	Defaults / Values / Examples
applet foreground	ui.fg	hex color code, ffffff for white, 000000 for black
applet background	ui.bg	hex color code
font name	ui.FontName	Font name, for example: Dialog, TimesRoman, Courier, Helvetica
font size	ui.FontSize	font size, an integer, for example: 12, 14, 18
get the number of users on this chat server	query.Server	"server" (do not change this text string - always "server")
chat group name	query.Group	a text string. group name to query
chat base room name	query.Base	a text string. base room name to query
chat room name	query.Room	a text string. a regular room name to query. example: #TestRoom
URL base	query.Host	HTTP server to connect to. example: http://hostname.com/
URL path	query.CGI	CGI program path, example: cgi-bin/counter/parachat.cgi This combined with query.Host should form a valid URL to use.

### Display User Count Via SSI

Because the number of users on a ParaChat Server is stored in a file already, it is a matter of putting this number dynamically into a web page for users to view.

There are many techniques to generate dynamic pages, depending your webserver. Here we demonstrate SSI (server side include) with Apache server on a Unix server.

Suppose the webpage where you want to display the user count is:

```
http://your_host.com/chat/index.html
```

and this page is physically stored on your computer as:

```
/var/www/html/chat/index.html
```

Also suppose your chat server is installed on the same computer under:



```
/home/chat/ParaChat570/
```

**Step 1.** Make sure your web server has SSI turned on. If you use Apache, see this page: <http://httpd.apache.org/docs/howto/ssi.html>

**Step 2.** Edit this file `/var/www/html/chat/index.html` and put this line to where you want to display the count.

```
<!--#include virtual="total.html"-->
```

**Step 3.** Create a script to populate the include file above. For example, a script file is created as

```
/home/chat/update.sh
```

This file contains very simple Unix shell scripts.

```
#!/bin/sh # the number of chatters
inputfile="/home/chat/ParaChat570/usage/total_users.txt"
finalhtml="/var/www/html/chat/total.html"
cat $inputfile > $finalhtml
```

**Step 4.** Schedule a job so that `/var/www/html/chat/total.html` is updated periodically.

On Unix systems, run this command

```
crontab -e
```

and add a line like this to update every minute.

```
* * * * * /home/chat/update.sh
```

Now load your web page, and you should see a user count.

```
http://your_host.com/chat/index.html
```

## Display User Count per Room via SSI

Displaying user count per room is similar to displaying the total number. ParaChat Server produces another file for this purpose. For example, you can see the number of users in ParaChat community rooms:

[http://members.parachat.com/start\\_frame.php](http://members.parachat.com/start_frame.php)

Suppose your chat server is installed under

```
/home/chat/ParaChat570/
```

You should see this file: `/home/chat/ParaChat570/usage/public_rooms.txt`

This file stores the number of users for each room per line in the format of `<count>=<#RoomName>`.

For example:

```
14=#Europe
```

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```
2=#Regulars
21=#Asia
31=#Teen_Zone
18=#Romance
```

You need to extract the information from this file and put it into your web pages dynamically.

Note that `public_rooms.txt` contains public rooms only. Rooms of a group are not public. User created hidden rooms are not public either.

To log all the active rooms, follow these steps.

1. Open server config file in a text editor, in this case, the file is,

```
ParaChat570/config/pchatd.conf
```

2. Add this line to the config file. If you are not sure where to put this line, append it to the end of the file.

```
pchatd.usage.ShowAllRooms=true
```

3. Restart your ParaChat Server.

Now you should see a file `/home/chat/ParaChat570/usage/all_rooms.txt`

## Setting Audio Cue

The audio cue is used to provide a tone for when users enter or leave a ParaChat room. The tone can be implemented through the addition of a param in the ParaChat HTML applet code so that all users hear a tone when a user enters and/or exits the room, or by a user command that a user sets for themselves. Additionally, a tone can be configured so that only the room admin user hears a tone when a user enters/exits a room.

### Setting the Tone in the applet HTML

You can preset a list of commands, including the audio tone, as well as fonts and colors for your chat room by adding the following to the chat room HTML on your page or `chat.conf` file:

#### Applet Code:

```
<param name="cmd.BeepEnter" value="true">
<param name="cmd.BeepLeave" value="true">
```

#### chat.conf Code:

```
cmd.BeepEnter=true
cmd.BeepLeave=true
```

All users will hear a tone when a user both enters and exits the room

#### Audio Customizations:

1. Enable a beep sound when a user enters a chat room
2. Enable a beep sound when a user leaves a chat room
3. Specifies the particular enter sound to use
4. Specifies the particular leave sound to use

## How to Monitor a ParaChat Server

ParaChat Server v5.7 runs on 2 ports: chat port 7777 and HTTP port 7877 by default. When a ParaChat server starts, there is only one ParaChat server process in the operating system. But it listens to two ports: 7777 and 7877.

There are a few ways of monitoring a ParaChat server, from a simple telnet to more complicated scripts.

Note HTTP is a short hand for the protocol used today to serve web pages. A web server is a program that speaks this HTTP language and serves web pages. For example, apache is a web server, and it serves HTTP requests.

In the examples below, we use the Windows path formats of a file system.

### Option #1

This is the easiest way to monitoring your ParaChat Server. Since there are many programs that are used to monitor a web server such as Apache or Windows IIS server, you can pick one program and monitor port 7877 on which ParaChat runs a web server.

If the program you chose requires a web page, you can use this file:

```
...\ParaChat570\httpd\pchat\classes\index.html
```

The URL looks like

```
http://your_host_name.com:7877/pchat/classes/index.html
```

That is a very small file. If the program can load this page, ParaChat is running properly serving HTTP request.

Although when port 7877 is working, it is not guaranteed that chat server on port 7777 is also working. But by monitoring web server port 7877, you know that the machine is up and running, and the ParaChat server process is still alive.

### Option #2

If you wish to write some scripts, not using any existing tools that monitor web servers, this is what you need to do when you implement your scripts, no matter what language or platform you choose. (for example, perl, Expect,java, or c).

1. Your program will connect to port 7877 on the host machine where ParaChat server is running. It is similar to this command:

```
telnet your-host-name.com 7877
```

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2. If your scripts cannot make a connection to port 7877, do some sort of notification. Usually, you send an email or page someone whose pager has an email address.

You need to schedule your scripts to run periodically. For example, it may run every 10 minutes.

Scheduling a job is platform dependent. On Unix/Linux, there is a crontab tool you can use.

On Windows, you can use job scheduler under

Programs >>> Accessories >>> System Tools >> Scheduled Tasks

Optionally, you may try to download a page from the web server on port 7877. In your scripts, use HTTP protocol "GET" command to download this page, which is present by default.

"pchat/classes/index.html"

You may create your own test page under ParaChat570\httpd. This ensures the server is really responding to requests.

### Option #3

Option 1 and option 2 do not check the chat port 7777. This is usually sufficient. ParaChat is very stable and robust. If you wish to check the chat server, write some scripts. In your scripts, you should make a connection to port 7777. That is equivalent to this command line:

```
telnet your-host-name.com 7777
```

If it fails, you need to take some action like sending a notification email.

You should combine this with option 1 or option 2. Both port 7777 and port 7877 should be functioning while ParaChat server is running

## Language Translation Methods

ParaChat Server Software includes 5 language translation files that can be implemented to override the default language - USA English. The 5 available languages are Spanish, Portuguese, German, Italian and French. ParaChat's high level of customizability allows for multiple ways to customize buttons, text, and message strings into other languages or words that are not included by default. The same methods may be implemented to simply override the default server language settings with custom options that more adequately represent you, your web site, or your users. ParaChat's flexibility can promote your own creativity.

ParaChat provides the ability to customize most every button, text string, and message string using multiple methods. Which method you implement largely depends on your application of ParaChat Server Software.

### Per-room (client-side) Language Translation

1. Translate an individual ParaChat room with a single parameter using an existing language configuration file

2. Translate an individual ParaChat room with multiple parameters to customize only specific buttons, text, and message strings

### Server-wide language translation

Translate all ParaChat rooms on a server-wide basis using a single chat.conf parameter.

The parameter that implements a specific language configuration file is "ctrl.Language". Each existing language translation file can be implemented server-wide through the addition of the following parameter to the chat.conf file: ctrl.Language= <language>.conf

For example, to implement ParaChat rooms translated to Spanish, simply add **ctrl.Language=spanish.conf** to the chat.conf file, and save your edit. When added to the chat.conf file, the "ctrl.Language=<language>.conf" parameter will override the default server configuration, and implement the values contained within this language configuration file in the chat client. Additions to the chat.conf file take effect immediately, and do not require a chat server reboot.

### Custom language translation

ParaChat Server Software permits the creation of your own configuration file to supplement the language configuration files that are already included with your ParaChat Server by default. This functionality enables the server administrator to add a custom language configuration file, which is a simple text file that is utilized by the chat client. When implemented, a language configuration file will override the chat server default client configuration.

Within the "conf" directory of your ParaChat Server (.../ParaChat/ParaChat570/httpd/pchat/classes/conf/), <language>.conf files (i.e. spanish.conf) exist in addition to the chat.conf file. These <language>.conf files are implemented to override the default server configuration values. By default, your ParaChat Server includes the following language configuration files:

- spanish.conf
- portuguese.conf
- german.conf
- italian.conf
- french.conf

For example, you may create your own language configuration file that utilizes the Danish language, since this translation is not included with ParaChat Server. Save a copy of an existing <language>.conf file under another name (i.e. save a copy of 'spanish.conf' as 'danish.conf'), and within the "conf" directory. Open the new 'danish.conf' file in a text editor, and replace the Spanish translations with Danish translations using the same default values. Save your edits. With a Danish translation file now available in the "conf" directory, you may implement the new Danish translation by adding the following parameter to your chat.conf file (server-wide), or as an HTML parameter (per room) in your applet HTML:

A. chat.conf parameter: ctrl.Language=danish.conf

B. HTML parameter: <param name="ctrl.Language" value="danish.conf">

Please note that you may also edit and modify a value within any existing <language>.conf file to suit your requirements. Open the <language>.conf file in a text editor, modify the file, and then save your edit. Your modification will take effect immediately.

If a server administrator decides to create a complete <language>.conf file that does not exist with ParaChat Server by default, and would like to make this translation file available to other customers and users who may require this translation, we would be pleased to consider making it available to our customers and users. Please provide the translation file to ParaChat Support.

## Running From Port 80 or 443

ParaChat Server will run on any port. By default, the chat server uses TCP/IP port 7777 and HTTP Port 7877. Both of these ports are configurable. ParaChat Server includes an internal webserver that runs on the specified HTTP port. If your requirement is to have the chat client downloaded over HTTP port 80, to eliminate TCP/IP connections, and to have chat requests (i.e. chat text) distributed over the HTTP port 80, you would configure the chat server in the following steps. Setting your server to port 80 or 443 (through the secure SSL port) requires that no other service is using this port. IIS, Apache, etc. must be turn off for the port you wish to use. This configuration will also help get through corporate firewalls.

### Step 1. Chat Server

Edit the server config file, called 'pchatd.conf' (file path:  
.../ParaChat/ParaChat570/config/pchatd.conf) to reconfigure the port parameters:

```
pchatd.port=0  
httpd.port=80
```

### Step 2. Chat Client

The ports used by the chat client are set either within the applet using HTML parameters:

```
<param name="ServerPort" value="0">  
<param name="HTTPPort" value="80">
```

...or by editing the parameters in the 'chat.conf' file (file path:  
.../ParaChat/ParaChat570/httpd/pchat/classes/conf/chat.conf):

```
ServerPort=0  
HTTPPort=80
```

### Step 3. Applet Codebase

If you are serving the HTML document where the applet is embedded from the same host machine where the chat server is running, the applet codebase could use the relative path to the client class files, or "localhost":

```
<applet codebase=http://localhost:80/pchat/classes  
archive=pchat.zip code=ParaChat.class HEIGHT=350  
WIDTH=600>
```

If you are serving the HTML document where the applet is embedded from another machine, then the codebase URL would need to include the absolute path to the chat client class files (either a domain name or IP address). For example, say the chat server host machine is running on IP 111.222.333.444, then the codebase URL would need to include the IP address of the chat host machine:

```
<applet codebase=http://111.222.333.444:80/pchat/classes
```

```
archive=pchat.zip code=ParaChat.class HEIGHT=350
WIDTH=600>
```

## OnConnect Commands

Configuring Admin & Users with OnConnect commands

OnConnect settings are options for individual users when they log into the room. These settings are only enabled for the user it is set for and not for the entire room. OnConnect Options are a list of semi-colon separated commands that need to start with a % sign. Please see the image above. To add OnConnect commands to an admin user profile (...\\ParaChat\\ParaChat570\\users\\username.profile), simply add the following line to the user's profile:

### OnConnect Commands List

For example, adding the following line to an admin user profile, when the admin user logs into any room on the server using their admin name and password, the chat text will become red, the audio tone will be turned on, and the chat fontsize will be 14 points:

```
pchatd.onconnect=%chat fgcolor red;beep enter on;chat fontsize 14
```

Each subsequent command should be separated by a semi-colon (no spaces).

## MuxSocks Implementation

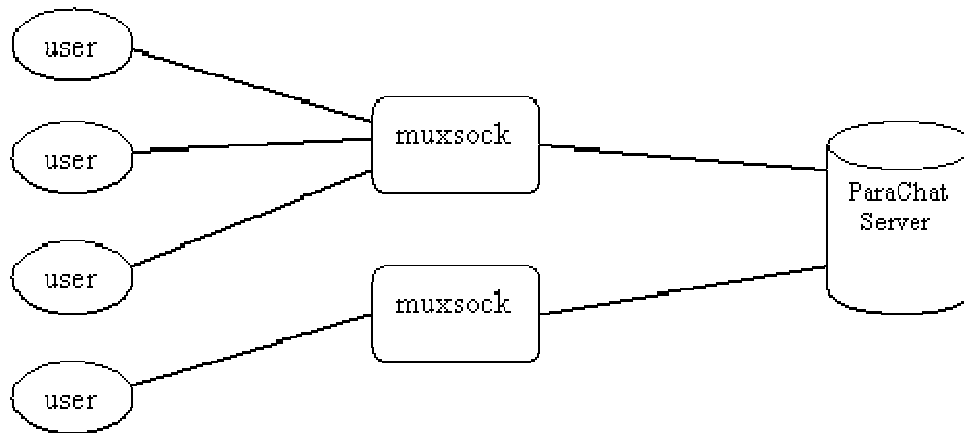
MuxSock stands for multiplexing sockets. A MuxSock serves as an intermediary between a ParaChat Server and Internet users. It keeps multiple connections with users and multiplexes them into one single connection to ParaChat Server.

ParaChat MuxSock is a Java program, and requires Java 1.4 or above. ParaChat MuxSock is provided by request when you purchase a ParaChat Server Software license key in excess of 500 users. If you have purchased a ParaChat Server Software license key and would like to download the ParaChat MuxSock, please contact ParaChat Support. Please attach a copy of your license key to the email.

### With MuxSocks

MuxSocks provide scalability and load balancing. MuxSocks can run on any machine. A MuxSock program needs to know where the chat server is running and the port number on which the chat server is running.

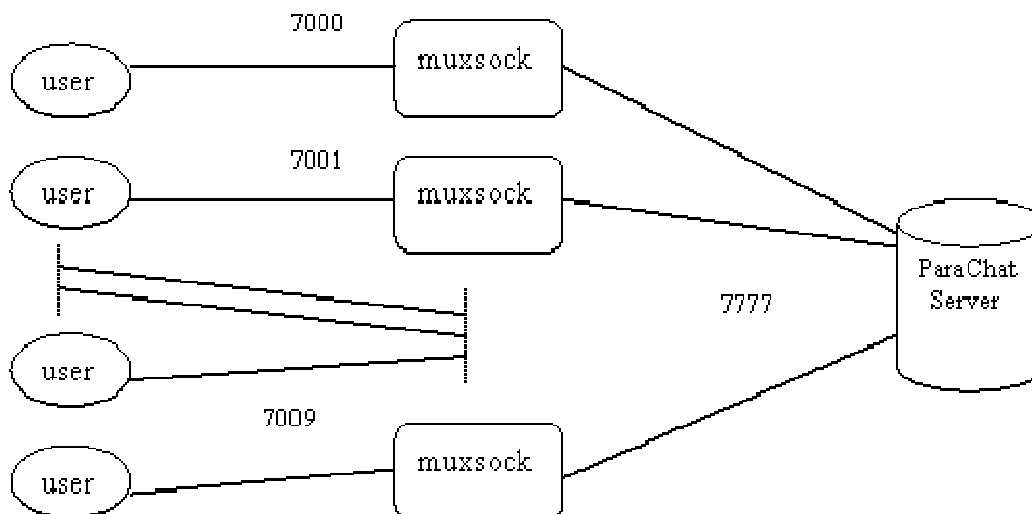
In the next example, users are not connected to the chat server directly. There are 2 MuxSocks running in the example. The first MuxSock keeps three connections with three users and multiplexes the three connections into one connection to the chat server. The second MuxSock has only one connection to a user. But it is ready to accept more connections from users, and it maintains only one connection to the chat server.



As the number of users grows, the benefit of MuxSocks will show, as per the following example. We will see more configurations for MuxSocks and chat servers next.

Now suppose we expect 8000 concurrent users using a chat server. The server would be heavily loaded and it may not have 8000 sockets to open, as we know there is a limit on most operating systems. Instead, we run 10 MuxSocks. Each of them handles 800 connections. There will be only 10 connections to the chat server, one for each MuxSock.

MuxSocks do not share ports. Each MuxSock opens a different port. The next diagram illustrates the configuration of 10 MuxSocks and one chat server to support 8000 users



### Scaling with MuxSocks

In this diagram, 10 MuxSocks run on ports 7000, 7001, 7002, 7003, 7004, 7005, 7006, 7007, 7008 and 7009. The chat server runs on port 7777. Since a user can chat through any of the MuxSocks, we need to balance the load so that every MuxSock handles same amount of load. There are different techniques to do load balancing. One simple way is to rotate the port numbers in a dynamically generated HTML page. Or consult ParaChat support for port pool configuration in chat applet code if you are using ParaChat 4.0 and above.



### Without MuxSocks

In the example above, the users connect to the chat server directly. The chat server maintains 4 connections. When hundreds of users log into ParaChat rooms, there are hundreds of connections directly with the chat server, as every log-in establishes one connection with the chat server itself. It is not efficient for these reasons:

- Each connection is handled by one thread to the chat server. As the number of connections grows, the number of threads grows too. A large number of threads competing for CPU time will slow down the server significantly.
- The chat server may reach the limit of the number of sockets it is allowed to open. On some Unix machines, by default, the number of descriptors (hence sockets) is 64 per process. That essentially limits chat to no more than 64 users.
- Maintaining a large number of connections slows down the chat server. Some versions of Java do not support multiple connections very well.

### Running ParaChat MuxSock -- Windows

### Running ParaChat MuxSock -- Linux/Unix

## Integrating ParaChat Server Software With Invision Power Board

By default, your Invision Power Board (IPB) is equipped to enable our hosted chat service. The information required by the hosted chat room to communicate with the chat server is hard-coded in IPB. Therefore, to integrate a chat room that is served by your ParaChat Server Software installation, some minor IPB file edits are required.

The required file edits will update the chat applet codebase URL so that it points to your ParaChat Server Software installation. Once the edits are successfully completed, the ability to enable and customize an integrated ParaChat service from your IPB's Administrator Control Panel will exist.

**Step 1.** Open your IPB "chatservice.php" file in a text editor (file path: .../retail/chatservice.php). A screenshot of the contents of this file is provided below:

```
*** This file is ../retail/chatsevice.php ***

+-----+
| > IPB CHAT 2004 INTEGRATION |
| > Script written by Matt Meham |
| > Date started: 5th August 2004 |
+-----+
*/

$CHAT_SERVER = array(
'advanced' => 'chat3.invisionsitertools.com',
'premium' => 'chat4.invisionsitertools.com',
);

$CHAT_FOLDER = array(
'advanced' => 'pca',
'premium' => 'pcp',
);

$CHAT_ONLINELIST = array(
'advanced' => 'cgi-bin/userlist/advanced/group.cgi?group=',
'premium' => 'cgi-bin/userlist/premium/group.cgi?group=',
);
```

## Step 2. Edit the default codebase URL (\$CHAT\_SERVER)

By default, the codebase URLs included in the chatsevice.php file are:

```
$CHAT_SERVER = array(
advanced' => 'chat3.invisionsitertools.com',
premium' => 'chat4.invisionsitertools.com',
```

If you have installed ParaChat Server Software on a host machined called "javachatserver.com", and have retained the default HTTP port 7877, make the following edits:

```
$CHAT_SERVER = array(
advanced' => 'javachatserver.com:7877',
premium' => 'javachatserver.com:7877',
```

## Step 3. Edit the default file path (\$CHAT\_FOLDER)

By default, the file path included in the chatsevice.php file includes:

```
$CHAT_FOLDER = array(
advanced' => 'pca'
premium' => 'pcp'
```

So that the file path in the codebase URL points to the "classes" directory of your ParaChat Server installation, make the following edits:

```
$CHAT_FOLDER = array(
advanced' => 'pchat/classes'
premium' => 'pchat/classes'
```

Once the edits have been completed, the complete sample codebase URL that would be used in the "Live Chat" web page in your IPB would be:

`http://javachatserver.com:7877/pchat/classes`

#### Step 4. Edit the User Counter CGI location

The default User Counter CGI locations included in the chatservice.php file are:

```
$CHAT_ONLINELIST = array(
  advanced' => 'cgi-bin/userlist/advanced/group.cgi?group='
  premium' => 'cgi-bin/userlist/premium/group.cgi?group='
```

ParaChat Server Software includes the option to display a list of user names that are currently connected to the chat server within your IPB "Who's Chatting" list (please see User Counters). If the CGI program that returns the user name list is located at `http://javachatserver.com/cgi-bin/counter/users.cgi`, make the following edits:

```
$CHAT_ONLINELIST = array(
  advanced' => 'cgi-bin/counter/users.cgi?group='
  premium' => 'cgi-bin/counter/users.cgi?group='
```

#### Step 5. Add the two required parameters that instruct the chat client as to which ports to use to communicate with the chat server. The two parameters are:

```
<param name="ServerPort" value="7777">
<param name="HTTPPort" value="7877">
```

Use one of the following two options for implementing these parameters for use within the Invision Power Board environment:

##### Option 1. Enable the parameters in the chat server's "chat.conf" file :

In the ParaChat Server local file system, open the "chat.conf" file in a text editor.  
The file path is:  
.../ParaChat/ParaChat550/httpd/pchat/classes/conf/chat.conf

Scroll to the base of the file to the following section:

```
### PORT changes
#ServerPort=7777
#HTTPPort=7877
```

Uncomment the 2 parameters for "ServerPort" and "HTTPPort", so the parameters appear as:

```
### PORT changes
ServerPort=7777
HTTPPort=7877
```

Save your edit. Refresh the web page where the chat room is located. Once this edit has been made, the chat client will utilize TCP port 7777 and HTTP port 7877 to communicate with the chat server.

##### Option 2. Add the parameters using your Invision Power Board Admin Control Panel Log into your Invision Power Board as an admin user, and open your Admin CP:

Admin CP -> Systems Settings -> IP Chat

## ParaChat Server v5.7

In the "Additional PARAM information" field, insert the 2 HTML parameters:

```
<param name="ServerPort" value="7777">  
<param name="HTTPPort" value="7877">
```

Save your edit.

### **Step 6.** Implement Live Chat in Invision Power Board

- a.** Log into your IPB using an admin name and password, and open the Admin CP.
- b.** Under "Systems Settings", select "IP Chat".
- c.** At the base of page, in the field labeled "Ordered IP Chat?", input a valid "Group" name from your ParaChat Server installation, and click "Continue".
- d.** The "Group" name that you entered will appear as the "Chat Room Account Number (Group Name)". From the "Chat Room Type" menu, select "Advanced" or "Premium" (the selection does not matter since they have been configured identically).
- e.** In the "Default Chat Room" field, input a valid ParaChat room name that you have created as part of your ParaChat Group. This will be the "landing" room where each user initially enters the chat system.
- f.** Select any of the optional customization settings that are listed. When you are finished, click the "Update Settings" button to activate your chat service.
- g.** When you visit your forum pages, click the "Live Chat" link at the top of the page to access the chat room.

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